

THE unofficial **Nintendo 64** magazine for the **EXTREME** gamer

64 extreme

Issue 3

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WIN
NINTENDO
ACCESSORIES

UK edition · June 1997

IT'S A BLAST!

BLAST
CORPS
BLOWN APART
INSIDE

DOOM
64

HELL OF A REVIEW
INSIDE

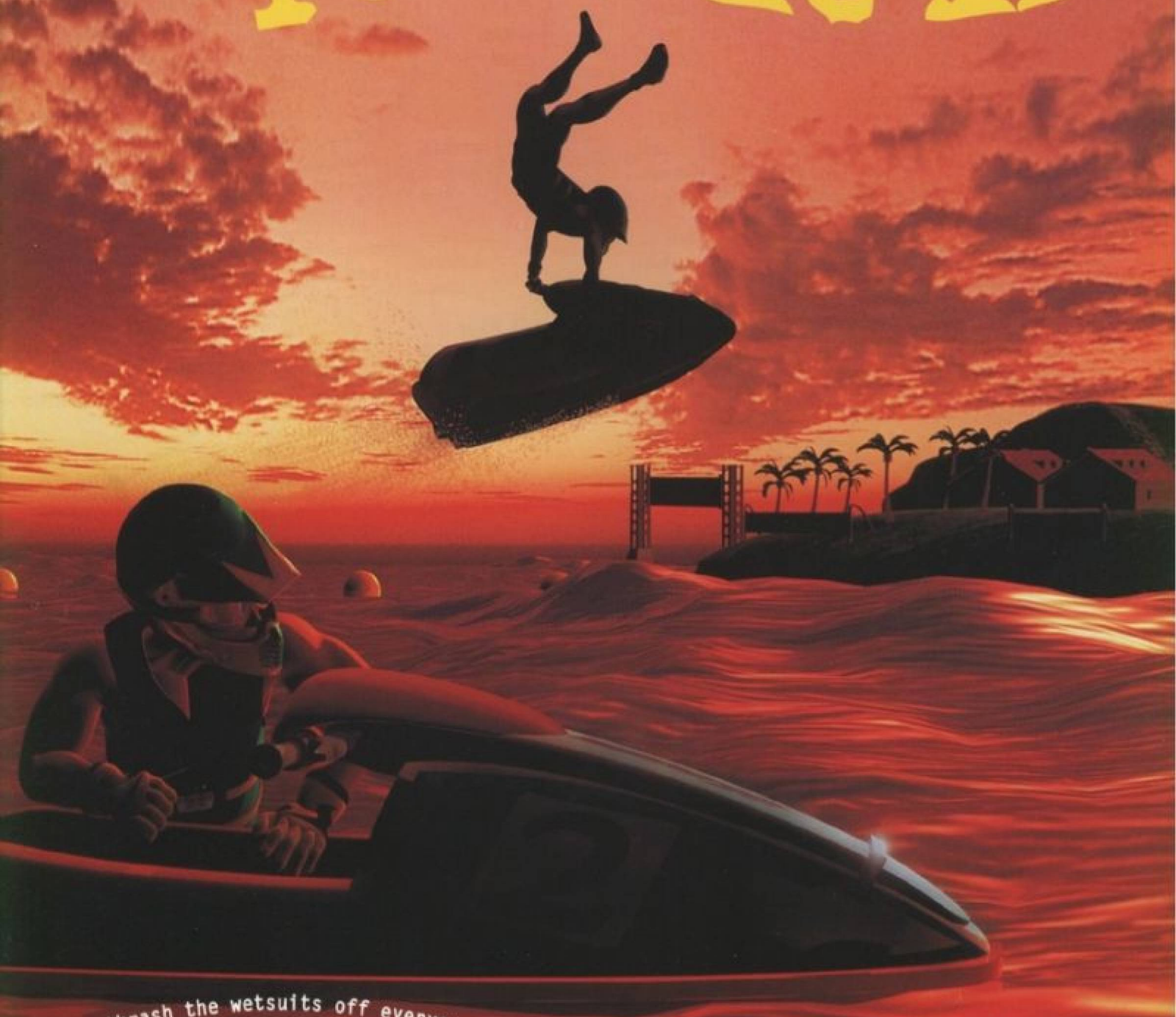
EXCLUSIVE
FOCUS ON KONAMI



64 Solutions: Turok Dinosaur Hunter · KI Gold · Blast Corps · A-Z of Tips

Go ahead.

Rub it in.



As you thrash the wetsuits off everyone in the water, it's hard not to show off. Wave Race 64 puts you at the throttle of a 3-D soakfest with all the advantages of 64 bit technology under your thumb. Like a revolutionary analogue controller for full-motion 360° movement. So you can jump breakwaters and dive with the dolphins. Corkscrew out of the surf and cut a tighter line through the running tide. Even line up for two player split-screen against your mates. And with nine courses and four degrees of difficulty, there are literally thousands of ways to race your adrenaline. So. Are you wet yet?

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NINTENDO⁶⁴



Get into it.

The N64 UK price drop to £150 is certainly the best news I have heard for a long time. This past month or so the knives have well and truly been out for the N64, with all sorts of gloomy stories circulating about slow sales. I must admit, I personally believe that a price drop simply had to come if the N64 is to crack the UK market, for two reasons: Firstly, Sega and Sony dropped the price of their 32 bit consoles to coincide with the N64 launch, in a deliberate attempt to rain on Nintendo's parade. This ploy has worked to a certain degree, especially in Sony's case and they have subsequently sold PlayStations by the truckload, at the almost impulse purchase price point of £129.99. Now that the considerably more powerful N64 is a mere £20 more than Sony's machine, all the next gen hardware formats are on an even playing field.

The second reason that the N64 price had to come down, was that the UK price was drastically out of line with that of the US and Jap N64 price. The average gamer nowadays is far more shrewd and knowledgeable than they have been in the past and recognised the fact that the price would inevitably have to drop, and was prepared to wait until it did. And let's face it, they were right! Understandably, people who have recently bought an N64 at full price may feel hard done by, but this is a hardware war and there are bound to be casualties. N64 owners must see the big picture, which is that the price drop is a positive move that will benefit us all in the long run. I was concerned that Nintendo of Japan (who actually dictate the price of hardware) were not really bothered about how things were shaping up in Europe and therefore were not about to make any price adjustments this side of Christmas, which could have proven fatal. The price drop proves that Nintendo do care about the European market and are willing to fight tooth and claw with Sony for it, which can only be a good thing for you the consumer.

With so many promising games in development and the huge potential of the N64's hardware still largely unexplored, things could not be more exciting for N64 owners. Over the next few months, we will be bringing you the best possible coverage of all N64 related developments. The future of gaming has arrived, let's explore it together.

Excelsior



Peto

64 solutions

Finding your way through life can be a difficult and complex task. Finding your way through N64 games, however, is made easy with the help of 64 Solutions.

40



Turok Dinosaur Hunter

The concluding part of the guide of the year is waiting for you right now. Turn to page 40 and enlightenment shall be yours.

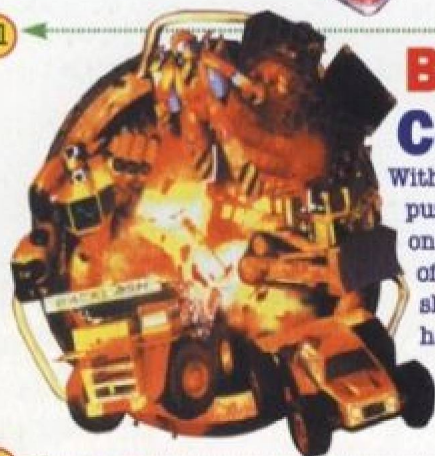


50

Killer Instinct Gold

Our resident tips guru, Dave, has been slogging away at Killer Instinct Gold and he thinks he's a bit of a dab hand at it now. Here are the results of his extensive hard work.

61



Blast Corps

With some of the trickiest puzzles to be experienced on the N64, the first part of our Blast Corps guide should come in quite handy.

70

Hidden Extras A-Z

For those of you that haven't even got the patience to follow our player's guides, this is the section for you. Packed full of cheats and codes, Hidden Extras should satisfy even the laziest of games players out there.

review contents

12 Doom 64

Probably the most famous game of all time has finally made it to the N64. We've been waiting for Doom 64 for a long time now but was the wait worthwhile?

18 Human Grand Prix

The first traditional racer hits the N64 in the shape of Human Grand Prix. I'll wait until the review to tell you about the incredibly poor pop up.

22 King of Pro Baseball

Another first, this time it's a baseball game. Not content with just a simple Baseball game though, Imagineer have decided to give all of the players huge heads.

25 The Glory of St. Andrews

Golf games are two a penny on any other format but the N64 only has The Glory of St. Andrews. You lucky lot.

28 Doraeman

If a Capri is a poor man's Porsche, then Doraeman is a poor man's Mario. Except it probably costs more... anyway.

29 Mahjong Master

Japanese dominoes crossed with bridge sounds like a great game, doesn't it? Find out if it really is in our Mahjong Master review.

review guide



OVERALL SCORE - 0-50%

Dire beyond words, do not buy this game under any circumstances.

OVERALL SCORE - 51-70%

Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

OVERALL SCORE - 71-80%

Pretty good but room for improvement. Try before you buy.

OVERALL SCORE - 81-90%

This is a good game that we would recommend you check out. Falls just shy of greatness.

OVERALL SCORE - 91-100%

A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

THE X-FACTOR

This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.

6

international news

Picture the brave television

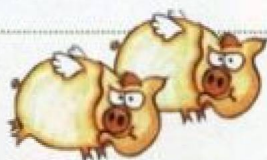
journalists who enter war torn areas in order to keep the world informed of the situation. Now picture the 64 extreme staff who also take great personal risks to bring you the top stories before anyone else. The thing is, we don't get shot at, so who's job would you rather have?



10

ex, lies, and videogames

The malicious master of all things false returns with another instalment of humorous hogwash. In fact, it's just Pete who's well known for telling some prime porkies, merely for his own amusement.



11

make your mark

The competition from the first issue had a massive response and here are some of the best replies we received to the questionnaire. Plus, find out if you are to be the proud owner of a free N64.

12

reviews

At over fifty pounds per game you have to be choosy about what games you buy for your N64, unless of course you're stinking rich. Where better to get the full low-down on your favourite games than 64 extreme, then? Nowhere me-thinks.

30

timeout

Videogames are great fun, aren't they? There are other things to life though, which is where Timeout comes in. Music, technology, film and just about anything else come together in this proverbial page for winners and dropouts alike.

31

feature: Konami

In our second Dream Team focus we visit the space age Konami offices in Uxbridge. Find out about their forthcoming releases and the company itself as Pete dons his trench-coat and goes investigating at one of the world's premier league software publishers.



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subscriptions

If you subscribe to 64 extreme, you're not just buying into a magazine, you're buying into a way of life. No, really, your self esteem and social standing will go through the roof. All this from just one magazine, how could you not subscribe?

39

64 solutions

Player's guides for the serious gamer, opposite.

70

hidden extras

All the cheats and codes you could wish for, get stuck in!



72

feature: accessories

Mouse mats, wrist pads, joypads, leads, memory cards, rumble paks and game killers are all accessories and they're all present in our comprehensive accessories guide. We're also giving away a lorry load of official Nintendo stuff so be prepared to use your brain a little as it's competition time again.



76

extreme exchange your letters

Have you got something on your mind? Is it upsetting you and weighing you down? Well, we don't care, but if you have some videogame related questions or just want to voice your opinion on something, you'll find this is the page to do it on.

78

previews

With a two page spread on the forthcoming N64 beat-'em-up Dark Rift headlining our previews section, you'll know that you're in for a quality read.



82

next issue don't miss it!

As in the one after this one or the issue before the one after that. Anyway, just make sure you buy it.

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OFF

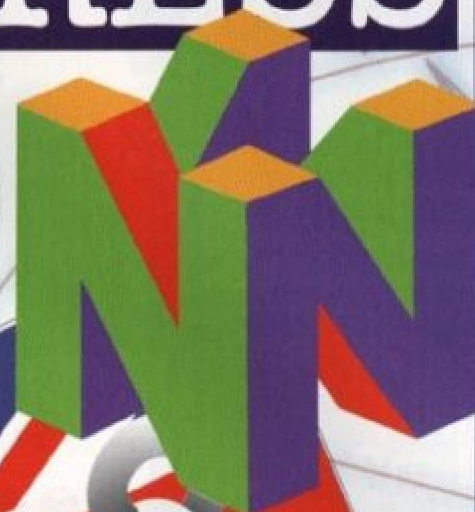
UK

N64

Minutes before this issue of 64 extreme was to be sent to press, the news that we have all been waiting for reached us. On Tuesday the 29th of April, 60 days after the machine's launch, Nintendo's UK distributor, THE Games, announced that the official recommended retail price of the Nintendo 64 is

**COME ON DOWN, THE
PRICE POINT IS RIGHT!**

to be reduced to £149.99, chopping a full £100 off its original price tag. THE's Communications Manager, Alex Fitz-Gibbons said, "We are very pleased that we can now bring the most powerful videogames console on the planet to UK consumers for under £150. This is great news for UK gamers and underlines our commitment and determination to be highly competitive in the UK games market".



DOWN

£149.99

N64DD MODEM A REALITY

Nintendo's Hiroshi Yamauchi recently made the following statement about the launch



plans for the 64DD: "This Christmas, we will be offering an attachment called 64DD, which will allow users to replace the original characters in their games with new ones via modem and later, satellite communications. This is why we chose to continue using cartridges for our titles, instead of CD-ROM, which cannot be rewritten over". What this in fact confirms is the fact that the 64DD will definitely support a modem connection. The one question that remains is whether or not the modem will actually be built into the 64DD or will have to be purchased separately.

SORRY GAZETTA

It would seem that we printed the wrong web site address for N64 Gazetta in our N64 on the net feature in issue one. This fine web site have subsequently moved anyway and can now be found at:

<http://newview.ashpool.com/n64>

PROMISING DEVELOPMENTS



Over 120 developers from 52 different countries recently attended the first ever N64 developers' conference in Seattle, USA. The purpose of the conference was essentially to bring the developers up to date with all the latest innovations in developing N64

games. Software Engineering Manager of Nintendo of America, Jim Merrick, introduced two new development systems, one for any SGI workstation and one for Pentium-based PCs. The Partner 64 systems will allow programmers to write directly onto an N64.

Help for N64 3rd Party Publishers

Both the SGI and PC kits feature a modified N64 console, network adapter, all-new development tools and a 256MB N64 emulation cartridge. The new tools allow developers to enhance their games with support for the forthcoming 64DD storage device. The new development kits will allow programmers the choice to develop N64 software on their preferred format, this means that they should

be able to produce high quality N64 games quicker. It was also revealed that N64 game cartridges in future will be able to hold up to 128MB, the first of which should appear by late 1997. The capacity of the cartridges will further expand in 1998 to that of a whopping 256MB, which is over two and a half times more memory than the current 96MB games being released at the moment.

Another interesting announcement was about the formation of the Mario Club, which is not a glee club formed in honour of Nintendo's mascot as the name suggests, but in fact a game quality assurance service. Led by NoA veteran Kyle Hudson, the Mario Club consists of 30 of Nintendo's top games players. These guys will play test to death any third party game that is submitted to Nintendo, they will then pass on their report and recommendations about the game to the developers. The developers don't have to make any of the changes or improvements that are recommended, but since Nintendo have the final say as to whether the game gets published or not, it would seem rather stupid to ignore them. On the down side, this could cause games to be delayed, but in light of some of the awful software that has recently slipped through the quality assurance procedure, this can only be a good thing.

All of Nintendo of America's big bosses attended and made key speeches, including NoA Chairman, Howard Lincoln and Executive Vice President, Peter Main. All the speeches banged out the same message, that Nintendo are only interested in publishing top quality innovative games. NoA Chairman said, "For me and for [NoA President] Mr Arakawa, the videogame industry always has been and always will be about one thing: quality. We have and will continue to be selective in the taking of N64 developers", he went on to add, "I for one have absolutely no problem in saying no to poor quality games. We simply won't manufacture them".

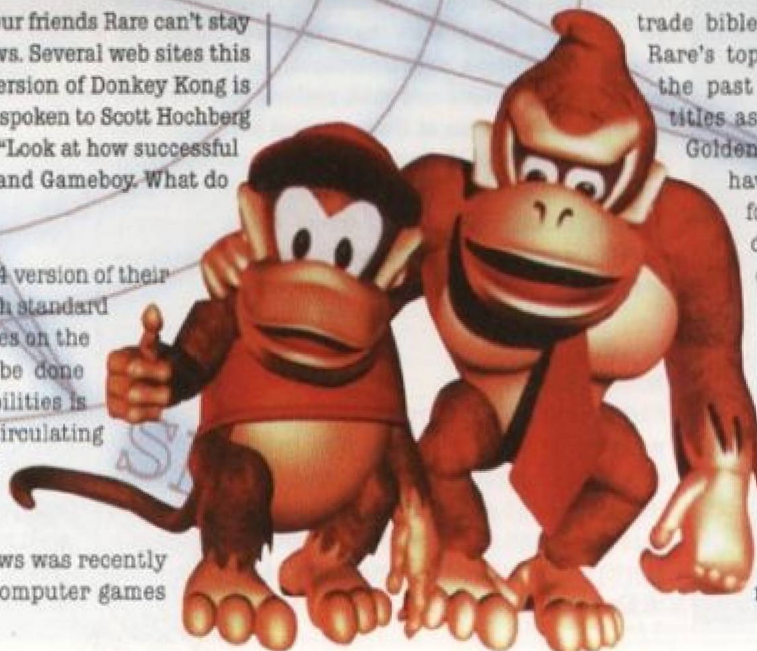


A RARE TO DO!

It would seem that our friends Rare can't stay out of the news this month. First the good news. Several web sites this month have been loudly announcing that a version of Donkey Kong is now in production at Rare. One claimed to have spoken to Scott Hochberg of Rare who, when asked about the game said, "Look at how successful Donkey Kong Country was for the Super NES and Gameboy. What do you think?".

Of course, Rare would be crazy not to do an N64 version of their hottest property and when you consider the high standard that they achieved with the Donkey Kong games on the humble SNES, the prospect of what could be done utilising the N64's advanced graphical capabilities is mind blowing. Rumours have already begun circulating about a possible unveiling of the game at the Electronic Entertainment Expo (E3).

On the downside, some rather depressing news was recently published in Computer Trade Weekly (the computer games



trade bible). It stated that six of Rare's top programmers, who in the past have worked on such titles as Donkey Kong Country, Goldeneye and Killer Instinct, have left the company to form their own development house called Eighth Wonder, who will be sponsored and funded by Sony Computer Entertainment. Sony will have exclusive rights to publish the first three titles from Eighth Wonder and first refusal on the next three.

MIYAMOTO SPEAKS

Here are some of the more interesting things that Shigeru Miyamoto had to say recently when he was asked about some of the current N64 games in production:



movies. The gameplay is similar to Mario 64, but it will probably be less action-packed than Mario, although it has specific control that requires the use of button combinations."

On Zelda 64:



"The cartridge version will be a little more action-oriented, since it takes advantage of the fast access time of cartridges. The DD version will have the writability factor. As a player, you might not feel that big a difference between the two of them, but the DD version contains some things we can't do on a cartridge.



We want to emphasise that the players can actually feel like they're in the scene of the game. We want to make players feel chilly, heat or fear. In the ghost house of Mario 64, you feel some kind of chill? We want to do more things like that for Zelda 64. So the light sourcing effects are quite important. We do this in real-time during the game, not in

On F-Zero 64:

"This will be a great game. It runs at 60fps (frames per second). The main system is almost done. Once Star Fox 64 is finished, the crew will start designing the race tracks."

On forthcoming second party titles:

"Some of them will be released this year. We have been reworking Body Harvest (by DMA Design) recently. It may see the light of day in the summer. And Goldeneye 007 is very good. The system is similar to Doom but with an added cinematic presentation. Buggle Boogie will also be released this year. We even have a sequel to Pilotwings 64 planned. The sequel will contain a player vs. player mode. Finally, we cannot forget the 64DD will launch (in Japan) by the end of this year. So this year we will release these cartridge games which are more arcade-like."

On quality control:

"We recently decided that we are not going to release a game until it has achieved at least a 70 or 80 on Mario Club's rating scale." (Mario Club is Nintendo of Japan's internal software rating team.)

N64 CEMETERY



Another new addition to International Stop Press will be an occasional visit to the N64 Cemetery. Sometimes games are announced in a blaze of publicity and hoopla and then nothing more is ever heard of them. Some of them are just born lame and the kindest thing to do is put a bolt gun to their heads, pull the trigger and then take them to the N64 cemetery and bury them. Other times company politics, a cash crisis or just plain bad luck stop titles in their tracks. Here are a few of the corpses:

Top Gun Microprose

Sadly, all you Tom Cruise wannabes have been waiting in vain. Top Gun was one of the first titles announced for the N64 by Spectrum Holobyte (who are now part of Micropose). While this game has never officially been cancelled, all work ceased on it some time ago, with no explanation offered.

Monster Dunk Mindscape

Work stopped on this title after Mindscape had a rethink about the whole concept of the game. Basketball with monsters really wasn't such a great idea. Having recently seen the Space Jam film (which is basketball with cartoon characters, monsters and Michael Jordan), I think they made the right decision!

Final Fantasy VII Square

Now, I'm sure most of you will be only too aware about the tragic circumstances of this title's cancellation. It seems that it was simply a case of Japanese game developer Square discovering the N64 cartridge format to be too limiting. FFVII has since been released amid tremendous acclaim in Japan for the PlayStation. Square are still to commit themselves to any future N64 titles.

Red Baron Sierra-On-line

This was one of the first games to be announced for the N64. There seems to be some doubt as to whether the project actually ever got off the ground or if the whole project was shot down in flames. I'll get me coat!



BITS AND BYTES

Bits and Bytes is a new addition to International Stop Press, in which we bring you little snippets of information that we have come across in the past month.

Rare are secretly developing a new game for late '97 called Dream. This mysterious game will utilise one of the new 128MB cartridges and apparently is so awesome that it is sure to be one of the games of the year.

UK based Paradigm are currently developing Sonic Wings Assault which will be compatible with the soon to be released Rumble Pak.

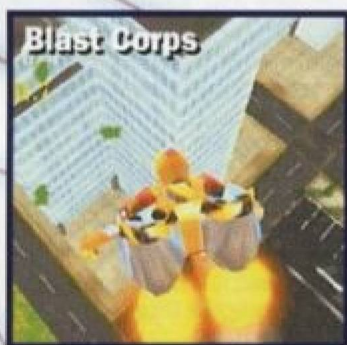
With their cheeks still glowing with victory after the highly successful release of Turok Dinosaur Hunter,

Acclaim have revealed that they have at least six more N64 games in production. A racing game, a beat-'em-up and NFL Quarterback Club, which should be ready in time for a December release. The beat-'em-up is based on a franchise licensed from the arcades but Acclaim won't reveal the identity of the title just yet. In 1998 the firm will be launching a soccer game around the time of the World Cup (June/July) and Turok 2 in early spring. A so far untitled shoot-'em-up is due out around mid summer. The soccer game, beat-'em-up, racer and shoot-'em-up are being developed by Probe, whilst Iguana is working on Turok 2 and NFL Quarterback Club.



TOP FIVE BEST SELLING GAMES

1. Turok Dinosaur Hunter (N64)
2. Mario Kart 64 (N64)
3. Blast Corps (N64)
4. Doom 64 (N64)
5. Star Wars: Shadows of the Empire (N64)



international
• stop press

DUKE NUKEM STRIPPERS TO STAY



The kinky strippers in the PC version of Duke Nukem have been causing a stir lately, as some rather highly placed people think that they should not be included in the N64 version of the game. The debate looks to be coming to an end though, as the parties involved have come to a compromise. The strippers will stay but they will now be wearing T-shirts, which kind of defeats the point really. Unlike the PC version of the game though, the player won't be able to

blow them to pieces which frankly was pretty sick anyway. All this kerfuffle over a couple of strippers is a bit pathetic really since they only appear in a couple of levels of the game. Also, all N64 games come with an ELSA rating so buyers can judge what is appropriate for themselves or their children. Besides, in this day and age, it is doubtful that a pair of digitised knockers are going to turn any teenager into a sad, sex mad nutcase.

video game centre

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Cyberbats	£59.99	Need for Speed 3 (USA)	£59.99	Doom 64 (USA)	£79.99
Rain Cart	£20.00	Dracula X (JAP)	£69.99	Blast Digger (JAP)	£69.99
Pure Pure Sub	£59.99	Megaman Racing (JAP)	£59.99	101 '97 (USA)	£69.99
Puzzle Bobble 3	£59.99	Maximo V.F.X (JAP)	£49.99	Doragon (JAP)	£69.99
Souly General	£59.99	Choro Q2 (JAP)	£49.99	Blast Corps (USA)	£79.99
Sega Ages Vol 1	£44.99	Sangoku Mousou (JAP)	£69.99	Mario Kart (USA)	£79.99
Fantasy Zone	£34.99	Race Rider (JAP)	£69.99	1. League (JAP)	£89.99
Leynos 2	£49.99	Megaman 8 (USA)	£49.99	4 x Memory Card	£19.99
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EX, LIES AND VIDEO GAMES!

Welcome to part three of 64 extreme's creative journalism course, or should I say welcome to another pack of half truths, crazy but true stories and complete lies. Entries for our Ex, Lies & Give-aways contest are still arriving thick and fast (mainly thick!) and have given us a good laugh over the past few weeks. A lot of them are absolutely unprintable, you naughty people! You still have until the 31st of May to get your stories to us and win yourself an N64, so hurry up and send your entries in to the usual address. I have included one of our early competition entries in this month's column and we will print the culprit's name next month. Can you spot this month's brazen dog's droppings?

LAME JAMES BLAMES GAMES

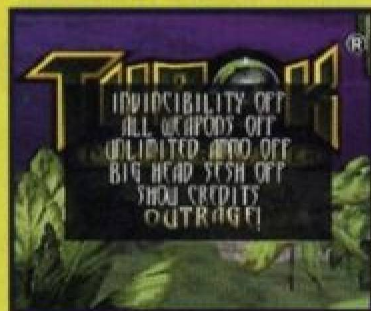


Liverpool goalkeeper David James has sensationally blamed his recent poor form on playing Tomb Raider so much that it is spoiling his concentration. James, 23, (son of popular carry on comedian, Sid James) has claimed that during matches his mind has started to wander to the antics of polygon based babe Lara Croft.

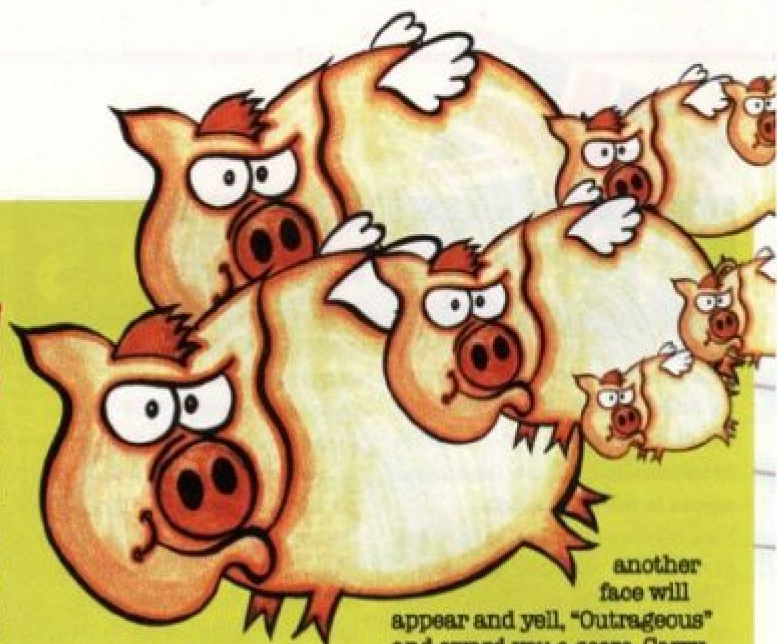
Manchester's favourite juggler was even pictured with the lovely Lara in the sports pages of The Times, which must have been embarrassing for him if he caught it, mind you it would be the first thing he's caught for weeks!

OUTRAGEOUS TUROK CHEAT!

A new and pretty nifty cheat has come to light for the



already classic Turok Dinosaur Hunter: Complete the game on all difficulty settings without cheating.



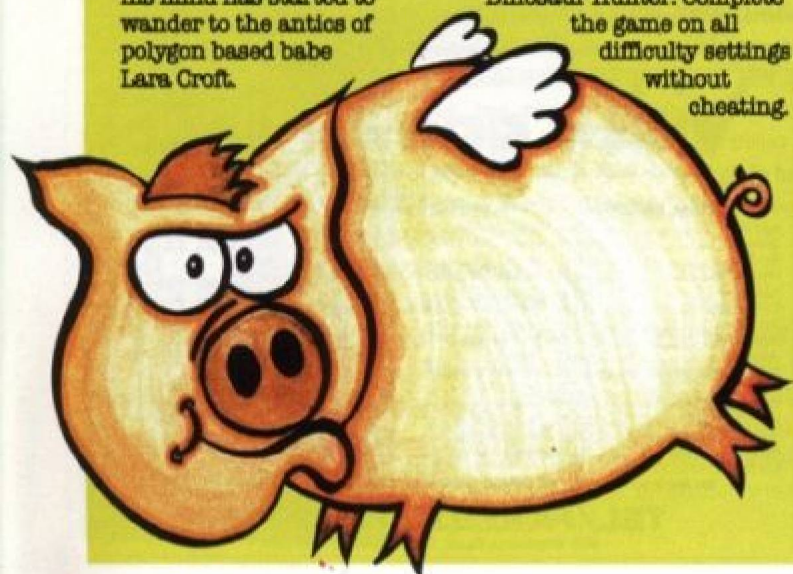
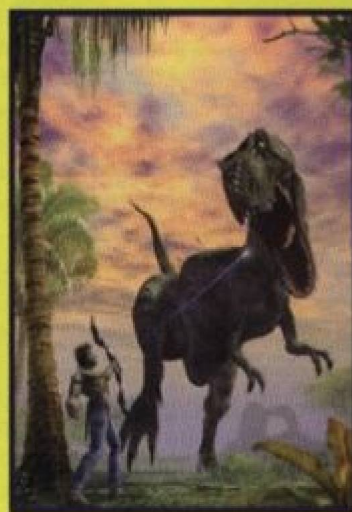
Now go to the cheats menu. You should now see a new cheat already entered on the screen for you to use, called OUTRAGE!

Select the OUTRAGE! cheat and you will start the game again, only this time in Ultra Hard mode. Don't worry, because you now have invulnerability, all weapons and unlimited ammo. The objective of the game is now to kill all the men, dinosaurs and robots in the most outrageous way possible. For instance, the Triceratops boss is charging at you, what do you do? You get your knife out and stab it to death! When it dies, a small image of one of the programmers' faces will appear in the top right hand corner of the screen and yell, "Outrageous". You will then be given a score on the outragometer that will also appear on screen. This works on the weaker baddies too. Find a nice vulnerable Raptor and blast it with the Chronoseptre. Once again

another face will appear and yell, "Outrageous" and award you a score. Carry on killing creatures in the game with the most unusual weapons and when you finish the game you will be shown an action replay of the top ten most outrageous kills. When the replays have finished, the face of the game's lead programmer (Rob Cohen) will appear and ask you if you would like to come and work in a new theme park and help him to clone dinosaurs from some ancient DNA. All this is done in a wonderful tongue in cheek Jurassic Park style. Those crazy programmers, huh!

GET THE STAR FOX TREATMENT!

American health experts have recently come up with a bizarre new treatment for arthritis of the hands and wrists, thanks to Nintendo's new Rumble Pak. Physiotherapists have been encouraging patients to play a few hours per day on Nintendo's latest game, Star Fox 64 using the newly released Rumble Pak. "The feedback and vibrations from the Rumble pak actually stimulates the blood flow in the hands and wrists and eases the pain of arthritis for days at a time", enthused Nathaniel Strokemick of the Californian Arthritis and Rheumatism Clinic. Who knows, if the medical fraternity in the UK gets to hear of this new Rumble Pak Therapy your granny could be prescribed an N64 and a copy of Star Fox 64 on the National Health!



make your mark

MAKE YOUR MARK

We have been completely overwhelmed by the amount of entries we received for the competition we ran in issue one of 64 extreme. Thanks to everyone who sent in the mini survey along with their entries. Here are just a small sample of your views:

What made you buy 64 extreme?

I looked at other magazines and this one had the best previews and articles- **Terrence Smith**
 ➤ we thought so too.

Contemplation- **Simon Nugent**
 ➤ clever chap.

To see what the games are like on the 64- **Morris Ross**

➤ you came to the right place, Mod.
 The name and awesome cover- **Thomas Evans**
 ➤ Jenny loves ya!

Because it's an unofficial mag, they're usually better than officials. Especially the reviews- **Gwyn Hughes**

➤ you've hit the nail on the head and you've also chosen the best unofficial mag. (I'll put my trumpet down now.)
 I fancied a bit of a read- **Tyrone Edwards**

➤ good choice, I would also recommend 'War and Peace'.

It looked like the best magazine on the shelf- **Daniel Underwood**
 ➤ you'd be right.

The quality of the paper and cover/ The excellent layout of reviews and players guides- **Anthony Medd**

➤ we use only the best Brazilian rain forest timber!

The awesome cover and the gratuitous girlie- **Patrick Nodder**
 ➤ at your age (he's ten!).

Cover/Content- **Neal Preece**

➤ a man of few words, but he speaks them well.

What do you like most about the mag?
 Player's guides to games and the previews- **Carol Hardy**

➤ we're proud of our player's guide, we are.

Everything- **Michael Storr**

➤ someone who knows what they like

In-depth reviews, high quality printing, player's guides- **Simon Monks**

➤ why, thank you.

I like the layout and the reviews- **Hugh McAndrew**

➤ thank Jenny for the layout (she's alright for a Londoner).

All the guides and that topless girl with an N64- **Neil Cox**

➤ the gratuitous girlie shot was extremely popular, I can't understand it.

It's a brilliant magazine for people without N64- **Alec Haylor**

➤ we did try to make it for everybody.

In-depth reviews and player's guides- **Glenn Standen**

➤ well, at least Jenny can't put her name to this one.

Detailed Reviews- **Neil Cameron**

➤ just one of hundreds of comments like this.

The actual layout is easy to read- **Karl Tre Harris**

➤ stand up Jenny.

The Timeout page is excellent - **Colin Freeman**

➤ we think so too.

What do you like least about the mag?

Nothing, it is brilliant!- **Karl Rice**

➤ the cheque's in the post.

Nothing - **Peter Rampling**

➤ you've just made some friends, Peta.

ABSOLUTELY NOTHING! It's so explosive man!- **Sam Clarke**

➤ yeah, Like crraaaaazy geeezza.

Er...I just forgot- **Darren Garvey**

➤ couldn't have been that important then.

The gratuitous girlie shot, you can't see the N64- **Daniel Atkins**

➤ i hope you're not serious.

Too much writing- **James McMorran**

➤ buy a comic then.

I saw the word PlayStation too much- **Richard Micallef**

➤ we're all reformed PlayStation owners, we can't help it.

That it has not been published before this- **David C Campbell**

➤ What can I say to that?

The contents page! It's too dull!- **Martin Joinson**

Football games- **Rekesh Patel**

➤ your wish is our command.

A ratings list for all N64 games- **David C Campbell**

➤ Just as soon as there's plenty of games to put on it.

Game reviews by other readers- **Martin Abel**

➤ we're toying with the idea.

Free gifts and special offers- **Steven Scott**
 ➤ aren't the Superbly written reviews and articles enough then?

The same outlay and set up as the first- **N. Foksett**

➤ we'll ask Jenny nicely.

Letters Page- **Michael Halloran**

➤ hmmm.

Demo Cart's (if possible). Postcards- **Glenn Standen**

➤ we'd love to give you demo carts, but it may push the price of the mag up to fifty quid!

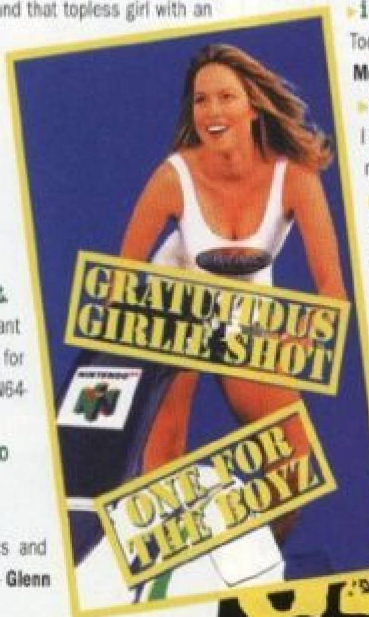
Bigger Timeout page- **Anthony Szuminsk**

➤ too much of a good thing?

More of the same and more news- **Jason Obee**
 ➤ gladly.

More Gratuitous girlie shots- **Christopher Greenwood**

➤ we're not that sort of magazine, honest.



COMPETITION WINNERS

G Edwards	Kent
S Donohue	Liverpool
Natalie O'Keefe	London
Geraint Lamble	Cyncoed
Maxwell Portugeis	London
Stephen James	Shropshire
Daniel Underwood	W Sussex
Tim Morris	Somerset
Brady Blaskett	Kent
Edward (N64 Mad) Webb	Cornwall
Gary Sharp	Aberdeen

Congratulations to G Edwards who won the N64 and the rest of you who will be receiving Datel memory carts.

Doom 64

IT WOULD BE A BIT OF AN UNDERSTATEMENT TO SAY THAT THERE HAVE BEEN A FAIR FEW VERSIONS OF DOOM IN THE PAST AND, MUCH LIKE THE EVIL MUTATIONS THAT INHABIT ITS WORLD, DOOM REFUSES TO LIE DOWN AND DIE. WE HAVE HAD ULTIMATE DOOM, FINAL DOOM AND NOW DOOM 64. WILL THE N64 PROVE TO BE A WORTHY FINAL RESTING PLACE?

As soon as I knew that Doom 64 was coming into the office for review there was no way anybody else was going to review it but me! I absolutely love the Doom series and Doom 64 is exactly the sort of game that I have been itching to play. This was going to enable me to see what could be done with one of my all time favourite games using 64 bits of power.

I never played much of Doom on PC. You see, I've always been a consolute. I hate PC's. Personally, I find them cantankerous, frustrating machines that will give even the most patient people continual nightmares trying to get to grips with the techno babble jargon, inexplicable screen commands and constant compatibility problems. The damn things just weren't designed to play games on, couple this with the fact that, no matter how high a spec your machine has, next year's big PC releases will demand you upgrade your kit so you can play them properly. All the same, in the winter of '93 I was working in retail at a certain GAME store in Bournemouth when a little known American software house called ID released Doom on shareware for the PC. I started to jealously watch over the shoulders of my PC compatible colleagues as they played this wonderfully gruesome piece of hell spawned software. Come the spring of '94 the full PC version of Doom



► Generally, letting a Cyber Demon get this close is fatal.



► This ugly mutha is the new end of game boss. It throws multi directional energy bolts at you.

was on a ridiculously large joypad (a keyboard) and I had to view it through bean cans (PC speakers). I just had to have some of that action. It's not

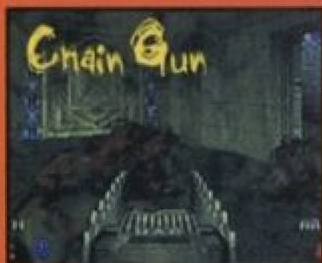
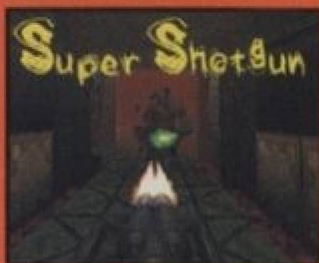
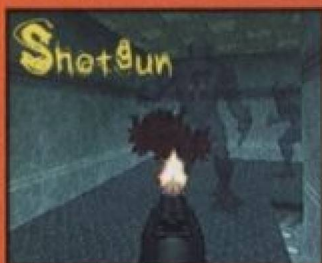
As soon as I knew that Doom 64 was coming into the office for review there was no way anybody else was going to review it.

came out and it was all to much for me. I had to play it, even though it a farty little screen (a monitor) and as though I'm a violent sort of geezer, listen to it through two wired up bake you understand, it's just that I

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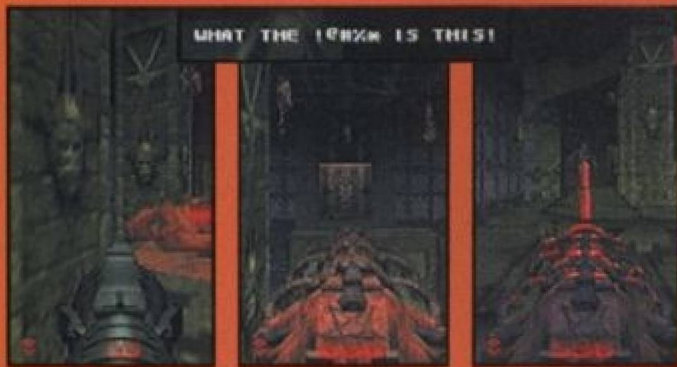
BIG FRIENDLY GIANT?

All the weapons from the previous Doom games make a return in Doom 64. They have all benefited from being redrawn for the NG4 and the various explosion effects are far better than in previous Doods.

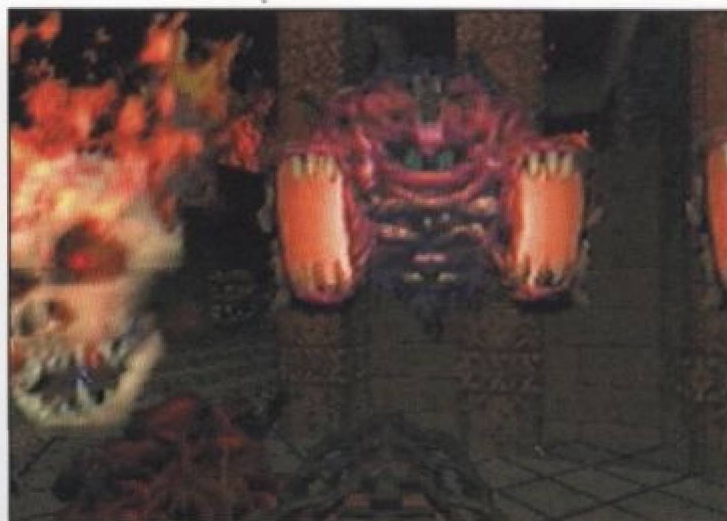


LASER RIFLE

A welcome addition is the laser rifle, which I would say is not as powerful as the mighty BFG, but is more effective than the Plasma Rifle and also more economical with ammo.



Finding 3 pentagrams in the game will make the laser rifle awesome!



► The new look Pain Elemental and Lost Souls are very impressive to behold.



► This is the last level, where you find yourself surrounded by Arachnotrons who are all blasting the hell out of you.

couldn't resist the prospect of playing a game that submerged me in a horror film scenario. It gave me an amazing array of powerful weapons at my disposal, to waste all manner of vile monsters in a most gory fashion. All of this was played out using a

the 3D engine", my PC owning buddies endlessly told me (stand up 'Longers'!). Well, winter came and brought an awful conversion on the doomed (pun intended) Atari Jaguar and a competent version on Sega's equally doomed 32X, which was

I couldn't resist the prospect of playing a game that submerged me in a horror film scenario.

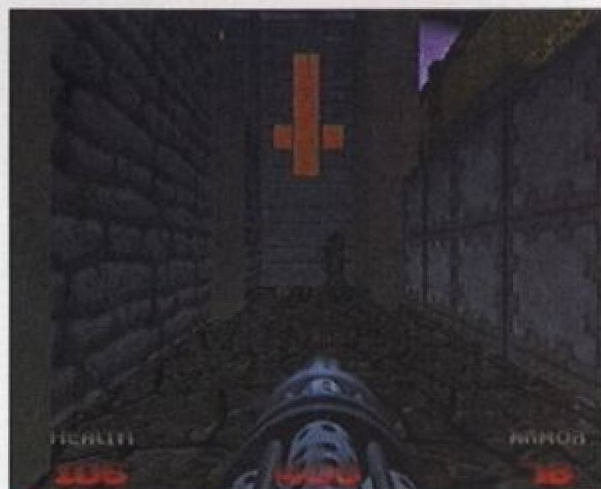
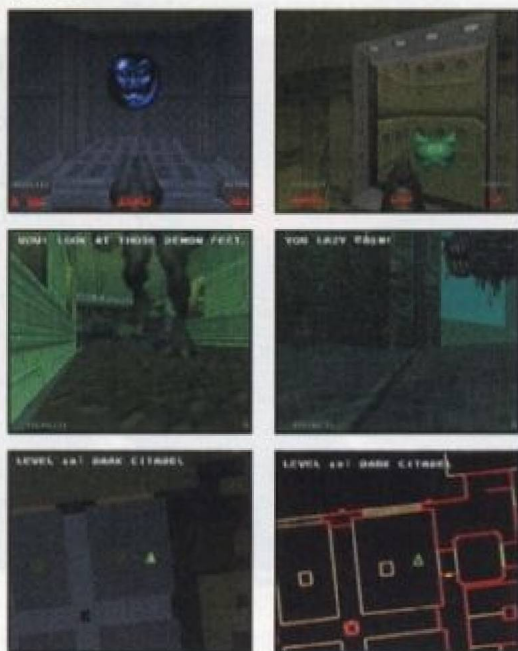
revolutionary pseudo 3D graphics engine. Even so, it still wasn't enough to tempt me into buying £2000 worth of PC just so I could play Doom at home.

Summer '94 saw the release of Doom II which featured bigger and better levels and improved graphics with new monsters and weapons. God, I was green with envy. "Oh, consoles will never be able to produce a decent version of Doom, they just aren't powerful enough to be able to handle

spoiled by the fact that the action was viewed through a midget sized display. Spring '95 produced a respectable but nonetheless very compromised 16 bit SNES version of Doom. I was still unfulfilled. In Autumn '95 it finally happened, a superb version of Doom appeared on the Sony PlayStation and I was in heaven (or should that be hell!). PSX Doom featured Ultimate Doom (which was the original Doom levels smartened up) and the best levels of Doom II. There was some wonderful

EXTRA EXTRA READ ALL ABOUT IT!

Midway have changed the look of all the power ups and put in a few extra little touches, such as the messages that appear on the top of the screen when you die!



► These naughty coders at Midway have used some pretty heavy satanic images throughout the game.



► You are about to experience the worst case of chill breath ever!

lighting effects that weren't in the PC versions and a seriously spooky soundtrack. All this played smoothly, with the benefit of a

format. I tell you all this so you understand just how deep my feelings run when it comes to the Doom series and so you can understand how great my anticipation and expectation of Doom 64 was.

Well, the first thing you have to know about Doom 64 is that it has not

they have immediately given them the rights to do the N64 version of Quake. Quake is a far more complex game to program than Doom, since it is played out in a true 3D environment using texture-mapped polygon sprites, but the N64 should easily be able to handle it and we can look forward to getting the best conversion of all formats. Midway are adamant it will be out before Christmas in the States but I think it is highly unlikely we will see it in Europe until sometime next year.

Midway could easily have taken the lazy option by porting the PlayStation version, then polishing it up and adding a few extras. Instead, Midway have built Doom 64 from scratch, enabling them to truly utilise the N64's hardware. All 30 levels (and three secret ones) have been exclusively programmed for the N64. The back grounds in Doom 64 look as though they could have been taken from Quake (high praise indeed), which is to say that they are the levels made up of texture-mapped polygons which give them a real solid look. A feature that has never been included before in a Doom game is that rooms throughout the levels can be 'stacked' above each other so the monsters can be lurking directly below you when you wander along a gantry for instance.

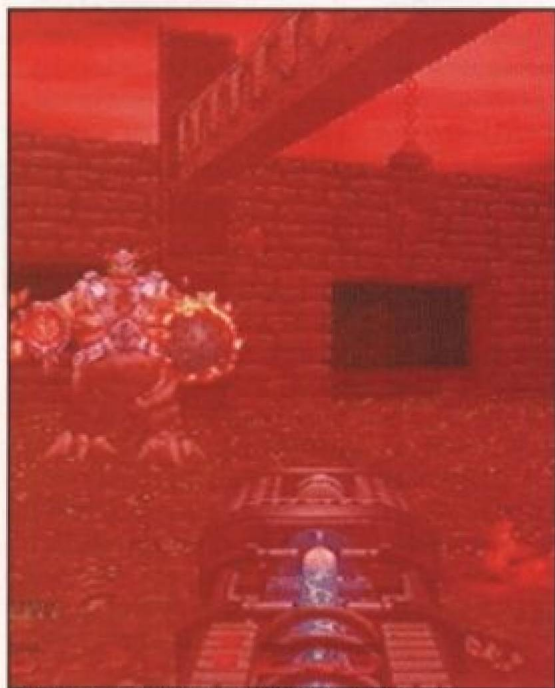
One of the first things that will strike you when you first play Doom 64 is

Midway built Doom 64 from scratch, enabling them to truly utilise the N64's hardware.

joypad that was perfect for Doom. All this and it was link cable compatible. I have subsequently spent more hours playing PSX Doom and its sequel Final Doom than any other next-gen game on any

been programmed by ID themselves, instead they have handed the coding duties to Midway Home Entertainment and they have certainly come up trumps with this beating conversion. In fact, ID are so impressed with the fantastic job Midway have done on Doom 64, that

the vastly improved re-drawn monsters. All the monsters are



► At this point, your life should be flashing in front of you!



► The plasma gun fizzes and crackles menacingly when you are not using it.

real good • real time



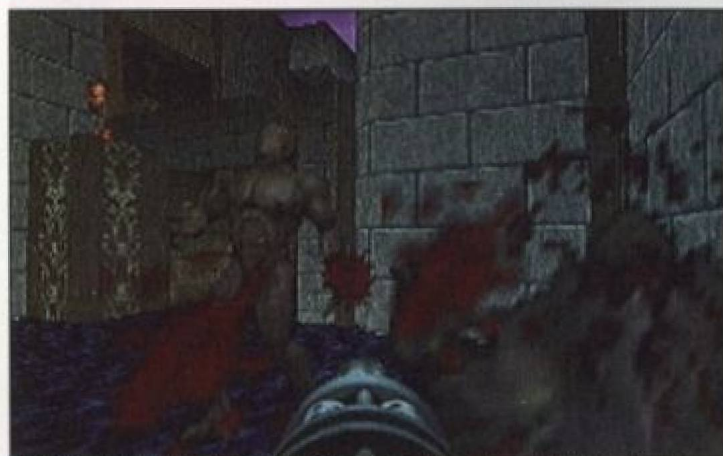
A game of Doom 64's calibre deserves a great intro right? Right, but a flash FMV intro is out of the question on cartridge. Fear not, those clever chaps at Midway have produced a terrific, real time intro sequence.



The action is based around a huge battle between some marines and the hardest monsters in the game. The camera pans around the scene and then continues going round until it reaches an alleyway at the back of the buildings. The camera then follows a marine down the alley. The marine explodes into a plume of red mush as a Cyberdemon's rocket hits him. The camera continues circling the carnage until it stops and begins to rise up into the air while still looking down on the scene below. As the camera gets higher, you realise that the buildings viewed from above form the Doom logo. Smart.



► Any fears that Doom 64 was going to have the gore toned down are groundless.



► The Imps die in a particularly messy fashion, when they are chopped in half by the chain gun at close range.

instantly recognisable from the previous games and behave in much the same way, but they now look much more realistic. If you are unwise enough to get up close to them, you can actually see their teeth, claws and facial expressions, they don't become a horrible pixelated mess which has spoilt all the other previous versions. This adds greatly to the realism of the game as each baddie oozes evil instead of looking a bit lame when you get too close.

Midway are particularly pleased with what they have achieved with the audio side of Doom 64. They have used a system called Real-Time Dynamic Sound Updating. This means you can actually hear rockets and fireballs travel across the screen. Instead of back ground music in each level there is a constant repetition of some incredibly spooky sound effects that can really get to you when you are playing. At times they can grate on your nerves and become genuinely disturbing, which can add greatly to the already charged atmosphere.

This is one version of Doom that you are certainly not going to complete in

a hurry. Many Doom veterans are going to find Doom 64 tremendously difficult, even playing on the easy setting. The amount of flak that is thrown at you from minute one is amazing! I'm not ashamed to say that I spent a great deal of my playing time running for my life and hiding just to survive. Speaking of difficulty settings, there are four in all: 'Be gentle!', 'Bring it on!', 'I own Doom!' and 'Watch me die!'. Frankly, playing a game in the 'Watch me die!' setting is madness on a stick! Another thing that sets Doom 64 apart from the other versions is the increased range of puzzle solving that is required. As you progress through the game you'll find that you have to use your brain as well as your reflexes. The puzzles are all pretty logical and after a few minutes of head scratching you will soon suss out what you are supposed to do. There are also far more switches and pressure pads dotted around that, more often than not, lead to secret locations. The controls take a little getting used to but there are five different control figurations to choose from, so everybody should be able to find one to suit them.

ARRROOOH! REAL MONSTERS

The new look monsters add a new level of realism to Doom 64 that has been absent in all other versions. Here is a run down of the demons and monsters who would like nothing better than to send you to the hell from which they spawned!

ZOMBIEMAN AND SHOTGUN GUY



These guys used to be colleagues of yours! The marines will take pot shots at you with their pistols while the sergeants pack a rifle. These zombies are pretty slow and easily

killed and are a good source of replenishing your ammo once killed.

IMPS AND NIGHTMARE IMPS



The Imps are a double threat to you, they hurl pink fireballs at you, while the opaque Nightmare Imps will unleash more powerful purple ones. Both will set about you with their claws if they can get close enough.

DEMONS AND SPECTRES



As soon as you are spotted, these behorned buggers head straight for you and attempt to tear at your throat with their powerful jaws. If you are attacked by a pack of them, it is best to arm yourself with the chain

saw, get your back to the wall and let them run onto your waiting blades! Spectres are almost invisible so be sure to listen out for their guttural roar.

CACODEMONS



These floating, fireball breathing, muthas are best taken out with the machine gun or the plasma gun, since the action of the rapid fire doesn't give them a chance to belch out a fireball at you.

PAIN ELEMENTAL AND LOST SOULS



The Pain Elemental will spit out a constant succession of Lost Souls at you until he is killed. Lost Souls are burning skulls that rapidly home in on you from above. A rapid fire weapon is most effective against the

demented, giggling Pain Elemental, while the super shotgun deals with the Lost Souls.

MANCUBUS



Imagine Bernard Manning naked with rocket launchers for hands. That's the Mancubus, that is. This fat heifer seems a bit more mobile and harder to kill than in previous versions. Put him on a multiple rocket diet and watch the pounds fall off!

ARACHNOTRONS



These spider-like cyborgs pack rapid firing, twin plasma guns. You would be well advised to listen out for the weird mechanical clanking of their legs and to deal with them from a distance using hit and run tactics.

HELL KNIGHTS AND BARONS FROM HELL



Don't go toe-to-toe with these bad-assed, goat-legged, heavy hitters! The Knights hurl green energy bolts at you while the barons toss even more powerful red energy bolts.

CYBERDEMON



Run away! Run away, you fool! The only way to kill the Cyberdemon is to hit him with your most powerful weapons whilst employing hit and run tactics. He will close you down very quickly and if you take a direct hit from one of his hi-speed rocket launcher shells you will almost certainly be 'brown bread'!



► You're dead, at least you took the Cacodemon with you!

Sadly there are a couple of downers that I have to mention. Firstly, there are no multi-player options which is a bit of a shame, as I had high hopes that a pseudo four player option was going to be included. The programmers were toying with the idea of having a death match option where there were

to be three CPU controlled troopers, who would stalk your lone trooper throughout any of the game's thirty levels. It would appear that Midway have canned the idea, instead opting to make the single player option more absorbing, by making the game more puzzle and strategy orientated than any previous Doom game. My second gripe is that the game, although graphically pleasing in general, is very dark and demands you play it in a dimly lit room (any real Doom fan will

tell you that the only way to play Doom is in the dark anyway!). Finally, I feel the difficulty setting may well be too high for many players. Any Doom virgins out there may well be put off the whole game, simply because they will continuously have the beejesus knocked out of them before they have got very far.

Aside from these minor gripes though, Doom 64 is still a wonderful game that deserves high praise. You have to



► Little Miss Muffet adds a point!



► Concentrate all your fire on the Pain Elemental, since he is the source of the Lost Souls.

I'm a great Doom fan (let's face it, who isn't) but I must admit that I've been getting a little tired of it of late. Playing Doom 64 though is like the proverbial breath of fresh air. The visuals are superb with all the usual atmospheric lighting and sprites to die for. There's no pixelation on close up and everything looks so solid. Gameplay-wise, Doom 64 is everything a fan could ever want and more. Okay, it's not Turok, but it's pretty damn good. Saul

watch somebody playing it to realise how incredibly immersive Doom 64 is. Normally placid people, after a few minutes alone with the game, are soon mouthing foul obscenities and yelling stuff like, "Have some of that, you scum sucking pig!". This is what gamesplaying is all about, losing yourself in a fantasy world to the degree that you almost forget your surroundings. I can count on one hand the amount of times I have been

builds up while you are creeping through dim corridors, never knowing quite what abomination is lurking around the next corner. Whatever it is, Doom 64 has got it by the bucket load. The gore factor is higher in Doom 64 than any other version. At times you can actually see bullet holes riddling the bodies of your victims before they explode and decorate the walls.

I must admit that this game is a tricky one to score and there has been some disagreement here in the 64 extreme offices as to whether Doom

universally refer to first person shooters as Doom games. Doom 64 is the best possible version of Doom ever, so if that is not worthy of an X-Factor then I would like to know what is (over to you, Saul!). I suppose we should really have a vote on it, but I'm going to award it the X-Factor anyway. As Oscar Wilde once put it: The trouble with democracy is that every bugger has a vote!

I would have to say that Doom 64 doesn't surpass Turok Dinosaur Hunter in my list of favourite N64 games, but it certainly isn't far behind. I would implore every N64 owner to buy Doom 64 when it is released in September (let's face it, most people will have long finished Turok by then anyway). This could possibly be the last ever version of Doom, if that is the case, this superb game is a fitting finale. **Pete**

This is what gamesplaying is all about, losing yourself in fantasy.

genuinely frightened while playing a video game outside of Doom, yet after all these years it can still get to me. I don't quite know what it is, maybe it's a combination of the chilling sound effects (you know the stuff, babies crying, monks chanting, fingernails scraping down a blackboard, etc.) and the claustrophobic atmosphere that

64 is worthy of our cherished X-Factor. What the X-Factor award is all about is honouring a game that has a certain indefinable charisma of its own, that sets it apart from the crowd. Doom is arguably the greatest game of all time and has influenced hundreds of imitators and invented a new game genre of its own. People



► You are going to have to go to hell and back before you see this screen.

Published by: GT Interactive/Midway
Release date: September
Telephone no: 0171 258 3791 RRP: TBA

scores

graphics 90

The very smooth 3D engine along with the smart redrawn sprites makes this the best looking Doom ever.

sound 94

Bone chilling effects throughout the game make this the creepiest Doom you'll ever play.

gameplay 93

As compulsive as ever, Emphasis on puzzle solving also makes Doom 64 an even more gripping game.

lifespan 90

The high difficulty setting will ensure you don't finish this in a hurry. It's a real shame that this is only a single player affair.

overall 93

A classic conversion of one of the finest games of all time.

Human Grand Prix

...on the day I sold my copy of F1 for the PlayStation, Human Grand Prix dropped onto my desk. Cool, I thought, this has to be better than F1...



► If I'm not mistaken, and I am very much mistaken...



► The car settings screen is quite in-depth.



► This is one of the best looking views but the hardest to control.

NOW HUMAN
ENTERTAINMENT
ENTER THE
TRADITIONAL
DRIVING GAME
ARENA WITH
THEIR EFFORT IN
THE FORM OF
HUMAN GRAND
PRIX.

Being a motorsport and F1 fan, I was pretty chuffed to be given Human Grand Prix

whereas I prefer the excitement and high drama of the motorsport world, so with this in mind, I

Those being WaveRace 64 and Mario Kart 64. The dismal Cruis'n USA was the proverbial one that got away as, basically it was a load of old boots. As it goes at the moment then, the only two decent racing games for the N64 are concept games and not, in fact, real down to earth racers. Now though, Human Entertainment enter the traditional driving game arena with their effort in the form of Human Grand Prix.

At first glance you'll be suitably impressed by the look of Human Grand Prix. The cars are chunky and well drawn with a very arcade feel to them. The tracks are also very pleasing visually, with all the usual Grand Prix circuit features such as stadiums, trees, billboards and crash barriers. Looks good so far then, that is until you actually start driving. Apart from the twitchy control of the cars (which I'll tell you about later) there is one huge problem that will hit you directly in the face the second the game starts to move. That problem happens to be pop-up or draw-in or scenery cutting or whatever you want to call it. You may think it's a bit harsh of me

The cars are chunky and well drawn with a very arcade feel to them.

to review for the third issue of 64 extreme, especially as I have just got shot of my PlayStation which means no more Formula 1 fix for me. Most people get excited about a bunch of blokes kicking a ball around a pitch in a stadium,

slipped the little grey cartridge into the formula one machine of the video game world.

There have already been three racing games released for the N64 and I was very impressed by two of them.

to be mentioning it so early in the review but the problem is so prominent that it really does bring the game down.

If the N64 wasn't such a powerful machine then this wouldn't bother me



► This is the best view for racing but check out the cotton reel wheels.



► That new beer they call Formula is lovely.



► You can have plenty of cars on screen with no slowdown at all.

at all but the fact of the matter is that having draw-in as bad as this is just poor or lazy programming. To see what I mean, take a look at the stunning graphics on WaveRace 64. the programmers of this fine game have managed to eliminate almost all draw-in and preserve a top quality frame rate and realistic graphics. If Human GP had tried, they too would have been able to achieve this but as it happens they've ended up with a graphically sub-standard game that could have been a whole lot better with just a little more effort.





The pop-up isn't the only problem with the graphics either. As you can probably guess, I'm a fan of F1 on the PlayStation so I can't help but compare the two games. The tracks on F1 are beautifully drawn with long sweeping corners and masses of scenery (which incidentally hardly pops up at all) all moving at a fast pace. However, playing Human Grand Prix, I noticed that the graphics on the

circuits where only just on par with the PlayStation. In fact, in some places Human Grand Prix misses the mark totally and falls well short of F1. Take a look at every corner on Human Grand Prix, they're not round or curved but a series of straight lines joined together to give an extremely jagged effect. This affects the realism which makes you realise that it is just a game and not an experience such as F1.

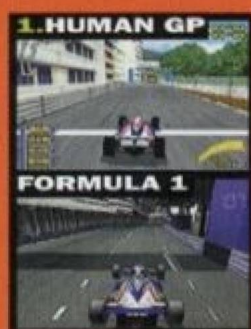
With all of the graphical problems it really does make you think about what's happening down at Nintendo quality control. Maybe the staff have had too many late nights or maybe they just don't know what makes a good game. If Nintendo are going to stick to their quality over quantity guidelines then they will have to sort themselves out soon, because there are too many flawed games making their way through.

IT'S ALL IN THE NAME

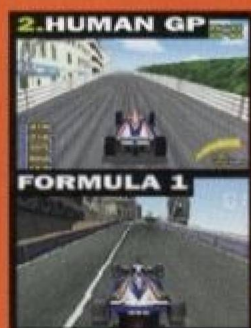
Not being an F1 license, Human Entertainment had to figure out a way of keeping the game as close to the real thing as possible. Some bright spark thought that by changing the names slightly they could overcome this problem. In fact, it makes it into a farce with names such as S.Mihumacher, I. Ervine and A. Jalesi. They've even just used the first three letters of each team name for the teams which is extremely cheeky. Check out these stats screens for the full run down on the names and teams.

 GERMANY 1960 03/03	 ENGLAND 1971 03/27	 BRAZIL 1968 07/27
 ENGLAND 1963 01/00	 FRANCE 1968 00/09	 JAPAN 1963 05/29
 FRANCE 1964 06/01	 BRAZIL 1970 05/29	 FINLAND 1966 10/20
 AUSTRIA 1959 08/27	 BRAZIL 1972 05/23	 PORTUGAL 1977 03/20
 ENGLAND 1960 09/07	 ENGLAND 1959 01/01	 ITALY 1969 02/04
 CANADA 1971 04/03	 ENGLAND 1964 08/27	 ITALY 1964 03/20
 FINLAND 1960 09/26	 GERMANY 1967 05/03	 ITALY 1971 06/25

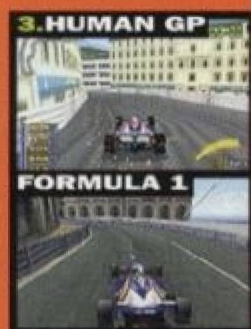
I couldn't resist it. I just have to give you a direct comparison of F1 on the PlayStation and Human Grand Prix. After all, F1 and the PlayStation are the competition here, so let's see exactly what we're up against.



1. Flying up the start straight, you immediately notice the difference in the style of the two games. F1 seems to be more textured, which isn't bad going for a 32 bit system. However, Human Grand Prix holds its own here.



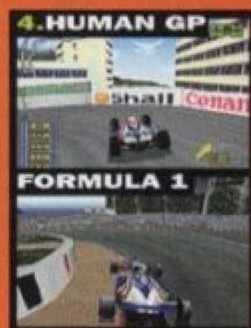
2. The PlayStation game seems to be much more textured than Human Grand Prix. Notice it particularly on the roads. The scenery on Human is much clearer though.



3. The scenery becomes a little murky at times on Human, but there again, we've got a bug in the scenery to the left on Formula 1.

4. The billboards are missing on the F1 shot but which one looks the most realistic?

5. The graphics here on Human are very solid although F1 seems to be much more defined.

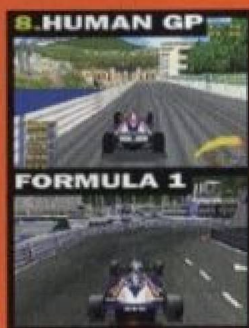
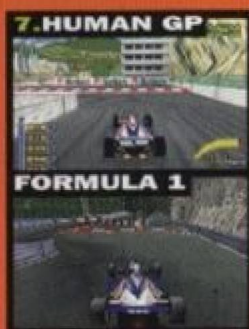
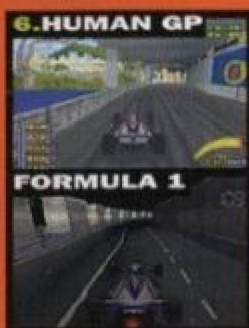
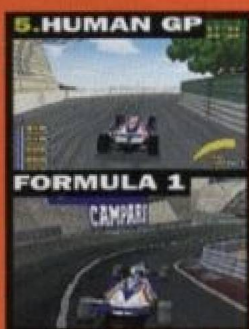


6. I've walked through this tunnel, I have. Anyway, Human takes the tunnel mist effect and F1 makes it dark, which I prefer. Also check out the sea on human, gorgeous isn't it?

7. This chicane is very jagged on Human but it's a joy to drive through on F1. Check out the detail on F1.

8. The detail of the backgrounds in F1 are far superior to Human Grand Prix.

You may look at these shots and think what the hell am I going on about. Human may look as good as F1 here, if not better in places. The thing is that once the game is moving the pop-up starts and you begin to notice that graphically the game isn't up to much, especially as it has been programmed for the most powerful console ever. If Formula 1 on the PlayStation can look as good and play better than an N64 game then I'm afraid there must be something wrong.



Well, that's the graphics well and truly trounced, so what about the gameplay? Well, you'll spend your first few races trying to get to grips with the twitchy control of your car. This can be adjusted with an extremely in-depth car settings section, where you can change the suspension, steering, gearbox, speed and acceleration. This is very handy as you will need to find the perfect set-up for yourself or you'll end up wiping out on every corner. Once you have a suitable set-up, the gameplay is actually quite satisfying, at least for a while. You'll find yourself flying around the courses having some pretty hairy battles trying to make your way to the front of the pack. Getting to the front is child's play on easy and normal levels but stick it on hard and the challenge gets pretty tough.

There are three modes of play, World Grand Prix, Battle and Time Attack. The first is a full grand prix season and Battle mode is where you can choose the track and number of competitors. Time Attack doesn't really need explaining does it? As well as this, there are the usual control configuration and records option, but there's also a chance to build your own contract. This is where you choose your driver and select the team. The drivers and teams are all named very cheekily as this is not an official F1 license. For instance, there's a H.Dill who drives for the Wil team. I wonder who that could be? The tracks are all taken from the original grand prix tracks of the world, so if you're racing in England it will be at Silverstone.

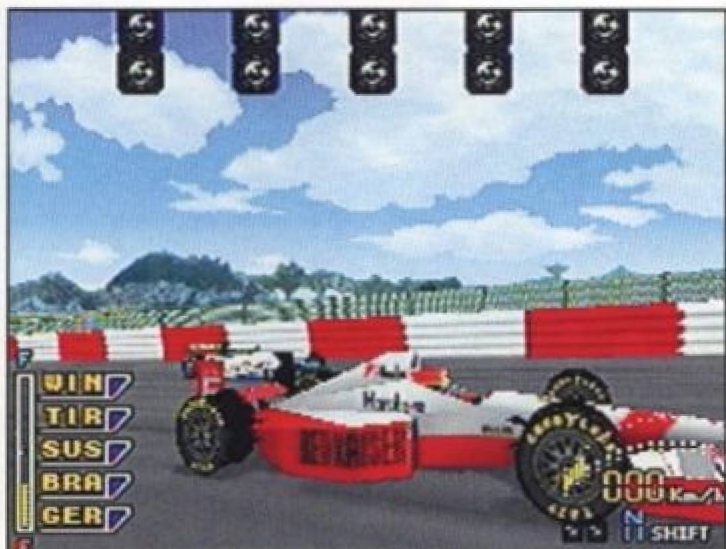
There are a number of flaws in the actual execution of the gameplay which can become quite annoying at times. One of the most annoying things is when you are driving an automatic or semi-automatic car, sometimes the computer will forget to change from second to third gear which means you have to do it yourself. If I wanted to change the gears myself, I would have chosen a manual gearbox. This happens in other gears as well but is most prominent in second. Also, the wipeouts are pretty pathetic, not to mention frustrating. If you slide out, your car will just twist in the direction



Put your foot down, the track's clear.



Don't bother trying to fit through the gap, just barge him out of the way.



► Here's the old swoop round the vehicle before the race shot.

I think Saul is being a little harsh giving a score as low as 60%.

Personally, I would have given Human GP 70%, certainly no more. When you compare it to the likes of Sega Rally or Rage Racer you realise just how poor Human Grand Prix really is. What's the deal with all that pop up? Surely it shouldn't happen on a 64 bit machine. Still, Human GP is still playable enough but hardly the racing experience I was hoping for.

Pete

not all cars finish the race. 'Fair enough', you might say. Not really though as it is nearly impossible for you to not finish the race, so you already have an advantage over the computer controlled drivers. A bit more thought would have made this an interesting feature in the game but what's the point if you are bound to finish the race every time?

There are seven different driving views ranging from the car at a bit-of-a-distance viewpoint, down to the hood ornament viewpoint with just a moving road view. The just-above-the-cockpit

view is particularly amusing as the front wheels look like cotton reels attached to spider's legs! Having said that, this view is one of the best views to use whilst driving if you can get over the ridiculous looking wheels.

The engine noises are actually quite good although the sound can



► Just pipped at the post.

you are pointing. Sometimes this results in loads of wasted time as you try to get yourself back on the track

The engine noises are actually quite good although the sound can sometimes get a bit muddled.

using the accelerator and brake to spin yourself around. Starts can also be frustrating as the computer won't stick you into 1st gear immediately, so you end up getting shunted by the car behind and losing a couple of spaces. The final flaw is pretty serious and really does detract from the gameplay. To try and give the game more realism the programmers have made it so that

sometimes get a bit muddled, especially when there are a number of cars in the area. There aren't really that many other effects to mention, except that the menu music is pretty decent and the bleeps are adequate.

Overall, Human Grand Prix is no more than adequate. To tell the truth (and we always do) some of its flaws are

basically inexcusable. I know that even the N64 won't produce the perfect game, but the power is there to get closer to that accolade than with any other machine before it. I'm going to stick my neck out here and say that I would rather play Formula 1 on the PlayStation than Human Grand Prix on the N64 (only I can't, cos' I just sold it). We'll probably get a sack full of flaming letters on my last comment, but have a look at the boxout comparing the Monaco tracks from both games before you write in with abuse.

I was really looking forward to playing Human Grand Prix. I thought that it would out class all of the other Formula 1 titles on the market but I am sad to report that it is no more than an average game, and that's going easy on it because I love Formula 1. The N64 deserves better than this inherently flawed game and Nintendo should make sure that the bugs and problems are sorted before the games hit the shelves. Having said this, I am a die hard F1 fan and I did find some enjoyment from playing Human Grand Prix, although it didn't last long. If you can't wait for a decent F1 game on the N64 then Human Grand Prix will be your only option, but

I'd suggest that you wait until a better game comes along or you could be very disappointed. **Saul ■**

Published by: **Electronic Arts**
Release date: **Out now!**
Telephone no: **01753 549442** RRP: **£54.99**

SCORES

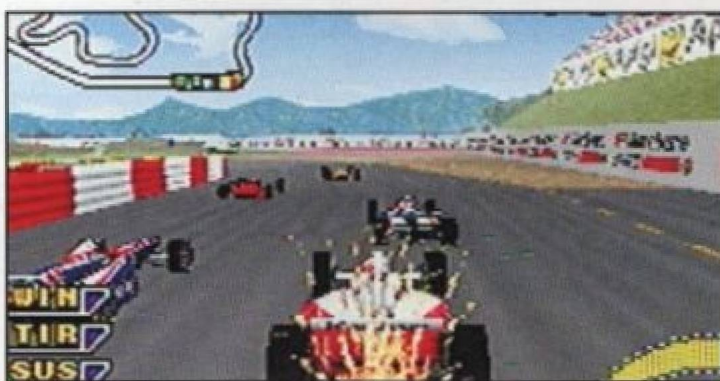
graphics **66**
Chunky and arcadey in style but very, very flawed.

sound **70**
Good engine noises and the rest of the effects do a fine job.

gameplay **69**
Fun for a while but the excitement wears off once you realise how flawed it is.

lifespan **55**
Even die hard F1 fans will tire of this quickly.

overall **60**
I expected so much more from Human Grand Prix which makes the disappointment even greater after playing it. Admittedly, it has its moments but too few to really give it a decent score.



► He's on fire!

King of Pro Baseball

THE big head pLague cOntinUES! CARRIED BY THE NBA series, sPReAD By THE ToSHInDen chARACTers, and nOW inFECTing BASEBall pLAYers in JApAn - WEIRD SH*t, MAN!

I HAVE MADE
REFERENCE TO
PAMELA
ANDERSON IN
EVERY ISSUE OF 64
EXTREME SO FAR,
AND WILL MAKE A
CONSCIOUS
EFFORT TO
CONTINUE TO DO
SO FOR ALL PAMMY
FANS THAT READ
THE MAG.



► Nicely polished helmet!



► Team Selection Screen.

Cheech and Chong are alive and well and are working as game developers for Imagineer! Are they still rolling reefers 2ft long? I think so! Just look at those so called Baseball players - Snow White would have her work cut out washing up for them lot!

Big heads - Why? The only out-of-proportion body part that I've seen that looks good is made of silicon and nestles nicely in a red Baywatch swimsuit (Yes! I've made reference to Pamela Anderson in every issue of 64 extreme so far, and will make a conscious effort to continue to do so for all Pammy fans that read the mag).

Where was I? Oh yes, big t*ts - I mean, big heads!

The only alternative available on the N64 is Konami's Power Pro Baseball.

Big head mode originated in the NBA basketball games, a simple code could be entered to achieve this gimmick,

and you had to be pretty simple to enjoy it. But, for some strange psychedelic reason, the Japanese love it. And 'the word on the street' has revealed that you can now have an underground operation to inflate your head to twice the size - I'm sure the advert said 'head'! - to become part of the Japanese 'in crowd'. That's enough crap babbling, let's talk baseball.

Let's start with a quick explanation of how baseball is played. Two teams turn up at a large grassy area, either indoors or outdoors, and run around in funny uniforms and miner's helmets. These two teams take turns in either swinging a piece of wood or keeping their hands warm in over-sized mittens. A large white diamond is painted on the grass to form a section of sacred earth, one team performs a devil-dance around it while a member from the other team stands in the middle and cuts the head off a chicken. Yes, you've probably guessed by now, I don't really know that much about baseball - does anyone in England!

The game starts off with a short intro, comprising of the John Merrick look-a-likes undertaking the chicken ritual I mentioned earlier. Graphically

everything is bright and cheerful, but right from the start those cute, sweet characters crawl up your nose and



► Happy Birthday Daziel



► Bandy baller

After picking your team, stadium and every default setting, your team of Lilliputian mutants waddle out to the cheers of thousands of brightly coloured dots. The pitcher has a couple of practise throws, a few gulps of rooster blood and then your batter suddenly appears. He doesn't swagger out of the dug-out polishing his weapon and eyeing up the opposition, he just appears - I must have picked a team where Paul Daniels was coach! A small square appears on

irritate your brain. Next, it's time to start sending off for those tacky 'learn Japanese in five minutes' tapes you see advertised in the back of the Daily Sport (oohhppss, I mean Daily Telegraph), as you are suddenly becoming swamped with page after page of capricious symbols - Prince would love it!

the screen allowing me to position my bat onto the on coming ball. The

PLENTY OF CHOICE!

Another agreeable feature in the game is the large range of stadiums that you can choose from. These vary from large open air stadiums to small grassy sports grounds, large enclosed arenas and even the beach. With the open-air stadiums you also have the choice of having either a day or night fixture.



back-stop catches the ball. A Japanese voice says something

After finding the Practice Option, which I found very useful and an

The yellow cursor used by the batter to position your swing for hitting the ball, varies in size.

pitcher's stumpy arms pull back, the crowd go silent with anticipation, he throws, I position the square, the

strange which I assume means 'Strike'. This routine continues until all of my players are out.

asset to the game (see boxout), I did start to enjoy certain parts of the game. The yellow cursor used by the batter to position your swing for hitting the ball, varies in size. The size is determined by the hit statistics and present form of the batter, the better the hitter the bigger the square. Miss a few balls and the square for that certain player will become slightly smaller, making you divide into a deep viscous circle of ball missing - very similar to bed wetting and drinking, once you start to can't stop.

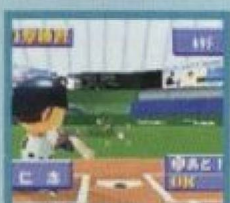
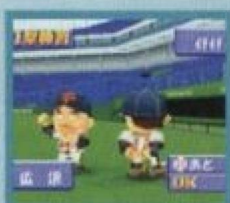
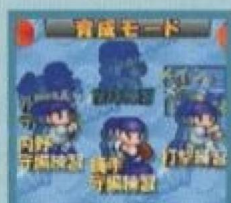
With my wealth of new found knowledge, I entered the big head baseball arena for a second time. I still lost, but I at least scored a few points. I returned to the practise mode, realising that baseball is not just about hitting the ball, it's also about being a competent fielder and pitcher.

Now I was definitely ready, I felt like grasshopper leaving his ping pong eyed master - departing the

It's now my turn to drink rooster blood and to 'kick some CPU ass'. I have a few practise shots, a square appears to show that I am throwing over the base correctly - I'm ready. Ooohh, Paul Daniels must be coaching both teams. The batter appears from nowhere, he swings his bat a few times to loosen up. I pull back my throwing arm, aiming low and straight at his knackers. The ball whistles through the air, he side-steps. A thunderous noise of leather hitting wood echoes throughout the stadium. The dotty crowd cheers as the ball flies towards them, the batter slowly runs around the diamond, knowing full well that he has hit a home run. This routine continues until I reset the console, and struggle to find the practice batting option.

PRACTICE MAKES PERFECT!

I certainly found it very hard to get to grips with the yellow batting cursor, pitching over the base, throwing, base-running - basically, the whole bloody game! Fortunately, there is a very good Practise Option which allows you to tune your playing ability. If you are crap at batting you can practise with what looks like one of those machines the tennis players use, do you know the one I mean? But it is in fact a dwarf behind a green fence. You can adjust the speed, accuracy, and the range of the pygmy machine to produce easy and harder pitches. As well as batting, you can practise your pitching, catching, base-running and even playing as the back-stop - luckily, the whole bloody game.





► Maurice - the oldest swinger in town.

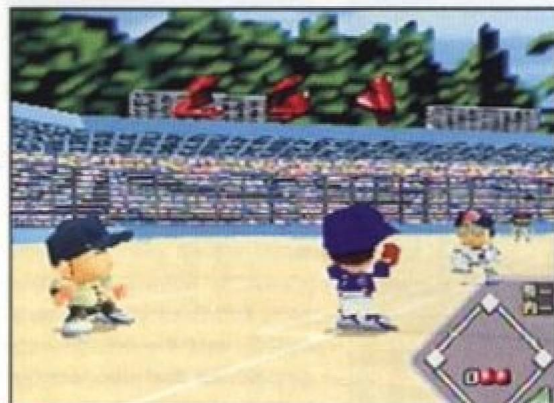
I enjoy all American sports including Baseball, but making all the characters look like members of Maurice's family is shocking! Baseball is a 'ard man's game, not a cute fancy frolick in the brambles. The gameplay is as good as any other baseball simulation I've played, but as Dazza has probably stressed, the big heads and tiny bodies stink - nearly as bad as my jockies!

Pete

sanctuary of the monastery to face the perils of the outside world.

I still lost, but I put up a good fight and learnt from my mistakes. Victory came after a few more games, and I realised that there was more to baseball than I had first thought. And even though it isn't my first choice for a sports simulation, you can still have fun.

King of Pro Baseball is bright, buoyant and obviously aimed at a Japanese market. The graphics are cute, but not my cup of tea - I'm not going to slag them off as they will evidently appeal to many games players. The sound effects are good but not earth shattering, but again, it's a baseball game and as long as the crowd sounds realistic you're half way there. The high points of the game for a baseball novice are definitely the options available, this allows a non-baseball freak like me a chance to prepare for the game in a very appealing way.



► Girls fenced out, as Maurice eyes up the ball.

"How the hell did a Japanese Baseball game get onto the N64?", asked a dim-witted loser from Upton called Maurice.

You might laugh at the thought of the Japanese playing Baseball, but in fact it is the most popular team sport in Japan. During the spring and summer months, high school, university and professional games excite the nation and command the media.

It was first played in Japan, amazingly, in 1873 at Kaisei Gakko - presently Tokyo University - under the tutoring of an American educator, Horace Wilson. The first team appeared at the Shimbashi Athletic Club.

In 1903, an annual series started between Waseda University and Keio University. Meiji University joined in the fun in 1914, three more combined later that decade to form the Big Six University Baseball League.

In 1934 an American Major League All-Star team landed on the shores of the setting sun. A Japanese team was selected from the finest players of the non-professional teams, this produced the Nihon Baseball Club - the first Japanese professional team. By the end of 1934, six more professional teams were founded.

After World War II, Japanese and American exchanges became more recurrent. In 1949, the San Francisco Seals of the Pacific Coast League visited Japan, succeeded by Major League Teams. Since 1936, more than 400 Americans have played for Japanese professional teams, making it the most popular spectator sport in the post war years, with an annual attendance of more than 14 million, and televised games becoming top-rated programmes.

If you like baseball games and you can withstand the deformed characters, and put up with the Japanese text and speech, you'll probably enjoy this. If you're a beginner, then things do seem a bit slow and boring - but the options can ease the pain.

The only alternative to this available on the N64 is Konami's Power Pro Baseball. I don't know how it plays, but it does look exactly the same - and I mean exactly the same! Even down to those bloody big heads!

One thing I have forgotten to mention is the multi-player options! You can play against a friend in a two player

mode, or have two players on each team, or three players against one, or four against the CPU, or three against the CPU..... the list is endless!

I know that multi-player games are an

important feature of the N64 and it does seem that I've skipped across it very briefly, but trust me, the game does not improve by any sense of the imagination in multi-play. In fact, it's worse! Dazza ■

Published by: Nintendo
Release date: TBA
Telephone no: 0171 721 7625 FAX: TBA

scores

graphics 70

This would definitely be higher if it wasn't for those deformed, crooked, distorted, askew, contorted, awry, gnarled, disfigured,....

sound 70

Nothin' special, but enough to get the atmosphere going.

gameplay 75

It takes quite a while to get use to. Swinging a bat aimlessly at thin air isn't much fun, but practise mode saves the day!

lifespan ?

How long's a piece of string? I'm not being awkward here! People who don't like football still enjoy playing football games. Baseball is specialised, games players that love the sport will say that this game has an infinite lifespan.

overall 70

On first impressions, this would have tipped the scales at about 40% - but, the more I played, the better I got, and obviously having more input in the game produced more enjoyment. If you can get through the pain of losing many games before even scoring a run, it's not that bad!

The Glory of St. Andrews

...THE tranQUILITY of a GOLF COURSE ON A suNNy aFTERNOON hAs bEEN BROUGHT to THE N64 in the form of The Glory of St. Andrews. SoMeTimes THOUGH tHIS tranQUILTY can bE EaSily uPset...

ALTHOUGH I'M
NOT A GOLF
LOVER, I HAVE
ENJOYED A FEW
GOLF GAMES IN
THE PAST SUCH AS
LEADERBOARD
ON THE AMIGA
AND PGA TOUR
ON THE
PLAYSTATION, SO
I AM NOT GOING
TO BE BIASED DUE
TO
MY OPINION ON
THE SPORT.



► The checks are supposed to help with putting. How, I don't know.

Golf, love it or hate it, it's the same as football and Star Trek. You either love them or you hate them. As for golf, I'd go for the latter. People tell you that it's a fun and relaxing game but I'd tell you it's boring and frustrating. The figures don't lie though and golf is one of the most popular sports in the world so it was a safe bet that there would be a golf game appearing for the N64.

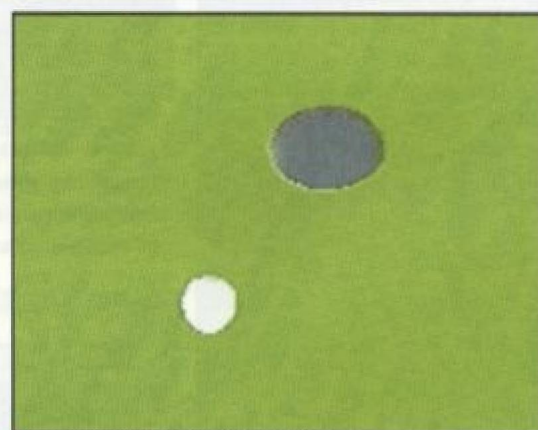
So then, the first golf game for the N64 is by Seta and it's called The Glory of St. Andrews. Funny that a Japanese golf game is named after a

the Amiga and PGA Tour on the PlayStation, so I am not going to be biased due to my opinion on the sport.

On turning St. Andrews on I immediately notice - that everything is in Japanese. Strange that and typical of foreigners. I thought I would have one hell of a time trying to



► He has to make this for par. What excitement.



► Golf ball, hole. Hole, golf ball - just like that!

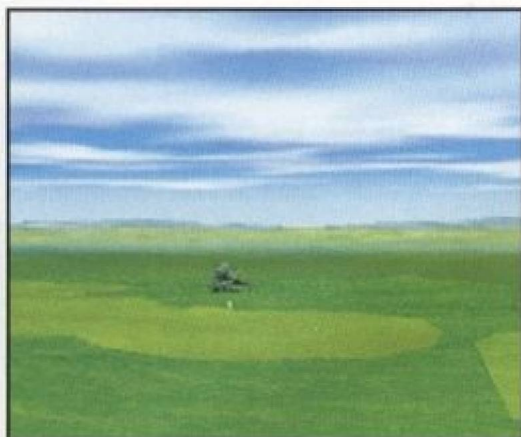
round, or you've got a full round with the option of up to four players

You've got a practice round or you've got a full round with the option of up to four players participating.

Scottish golf course, I mean surely they have their own golf courses out there. Anyway, although I'm not a golf lover I have enjoyed a few golf games in the past, such as Leaderboard on

decipher what the options and text mean but it really didn't take me that long. This is basically because there isn't much to The Glory of St. Andrews at all. You've got a practice

participating. There are four players to choose from, although if you go to the player config. screen you can choose from up to eight different faces and bodies.

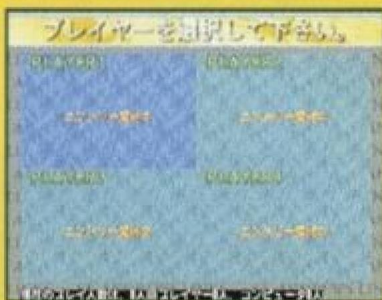


► Look, there's a flag on the green.



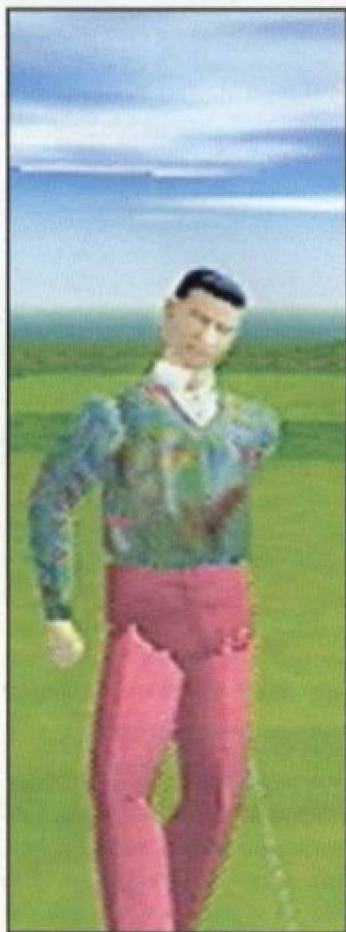
► I am Tiger Woods.

FOUR PLAYER FRENZY!



If you can be bothered, there is a four player mode for you to try out in St. Andrews but, to tell the truth, it doesn't really do much for the game. My advice would be not to play your friends on it as you may end up embarrassing yourself. Instead, go to the local book club or earth worm

appreciation society to find some opponents, that way you might find some people who will enjoy it.



► No, I am Tiger Woods.



► The power of the N64 can produce gorgeous looking cardboard trees.

You can also choose the clubs to take onto the course and there are a few other player options such as the type of swing that you'll use. These options are a useful addition to the

game as it allows you to personalise your player to your particular taste.

Once you start a round you'll be given the options I've mentioned above and then it's straight onto the course. You'll get a bird's eye, swooping camera view of the hole before you tee off, to give you an idea of how you should take the hole. This is where you start to notice that, basically and to be blunt, this game looks crap. The camera moves in jerks and stabs and

I think that they must have employed the set designer from Prisoner Cell Block H to do the trees.

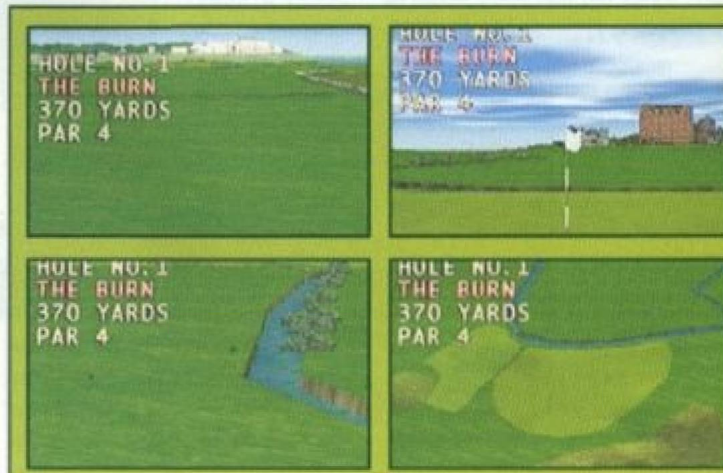
the scenery is very blocky. The grass is a sight to behold in itself. I could have drawn better grass than this at primary school. If the programmers of WaveRace 64 can produce amazingly realistic water then why can't the programmers of St. Andrews create a little bit of grass which in my mind should be much easier than the water because it doesn't move.

The trees are in the same situation, very blocky and horribly coloured and

this is just at a distance. Get your ball stuck in the trees and you'll be amazed at how awful they really are. I think that they must have employed the set designer from Prisoner Cell Block H to do the trees (have I said that somewhere before?). They look like cardboard with no depth and a completely flat feeling. In fact, they don't even look like trees, maybe I am wrong, maybe they're actually supposed to be cardboard mutant fungus golf spectators or something. I don't know and I don't care because it's absolutely pathetic and I can't understand what Nintendo are doing by letting this through quality control. The bushes are also...Oh, sod it, you get the picture.

Surely the gameplay will bring it out of the pit of gooey stuff it's landed itself in so far, I thought to myself as I prepared to tee-off. Okay, place the tee, fine. Direct the shot using a blue arrow placed over the map of the hole to the right. Press the A button then

it's time to position the point of club contact on the ball. Fine, place it low and the ball will go high, place it high and it will skip across the grass. No problems. You now get a funny meter that appears at the top of the screen and a red circle decreasing in size over the ball. What do I do here then, I thought? Press the fire button, so press I did and nothing happens. Think again. Pull back on the stick. That's the one, as the bar on the meter moves down and your golfer

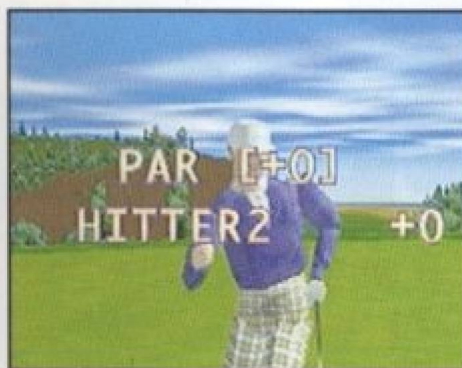


FLY BY

When playing a tournament, you will get a fly by at the beginning of every hole just to give you an idea of how to tackle it. To tell the truth, it's not that helpful but some of you may find it interesting. Here's the fly by on the first hole just to give you an idea of how it goes.



► I am Tiger in the Woods.



► I can't see, I can't see, I've got all of this writing over my head.



► The golfing man certainly knows how to dress, just look at those pink slacks.

After working the controls out, I thought that I'd be in for a pleasant and relaxing round of golf. Boy was I wrong. Once you start a proper round, the power meter from the practice session will disappear and you will have to gauge your shots without the aid of the meter. This is easier said than done as the analogue pad can be

swing again. This makes for some amusing criss-crossing of the green as you try to simply get the ball onto it.

Once you have got a half decent grip of the controls, you'll still find that you don't really get any satisfaction from playing this game. It's simply a case of looking at each shot and then going through the motions. Unlike other golf games, there's no real thinking about the shot you have to take. Don't get me wrong, as some of the shots you have to take can be quite difficult but, for some reason, I just went through the motions and if I missed then I missed. It's simply an exercise and not a game.

You may think that I am biased because I've already told you that I don't really like golf but I can tell you that I've played PGA Tour to its death so there's something in defence of the panning that I'm giving St. Andrews. Finding a good word to say about the game is hard and I suppose the only thing going for it is that it's the first golf game for the N64 which probably means it will sell a fair few copies.

If you're into golf and you're thinking about buying The Glory of St. Andrews, I strongly suggest that you wait and see what else is coming in the genre. Who knows we may even see PGA tour appearing for the N64 and if it does, you can bet that it will be far superior to St. Andrews.

Saul ■

Published by: Seta
Release date: N/A
Telephone no: N/A RRP: TBA

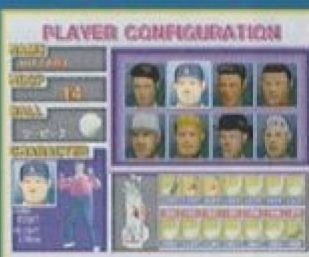
You'll get a bird's eye view of the hole before you tee off to give you an idea of how you should take the hole.

up completely. Ah, I thought, it's got something to with that red circle. Easy, pull the club back and wait for the red circle to be at its smallest, then let go for a perfect shot.

extremely touchy. It will also take you ages to work out how far to pull back each club for a different distance. This is where things get even more

annoying. One minute you're pulling the club back halfway for a certain distance then, before you know it, the computer will have switched your club and you'll have to gauge the

CUSTOM GOLFING



You get a choice of four different players (Hitters) but I couldn't work out if they had any different abilities. As well as these four hitters, you can also choose a face to go with your golfer. There are eight faces to choose from and none of them make a blind bit of difference to the game. You can also choose your type of

swing which again seems pointless to me. The only decent option I can find is the one where you get to select which clubs you take on to the course with you. This, however, is only for those that know the difference between a pitching wedge and a three wood. For the millions out there who don't know their golf, I'd advise you to just take the default clubs out with you.

SCORES

graphics 35

I know I'm beginning to sound like a cracked record but I expect more from the N64 than this pap.

sound 35

See graphics.

gameplay 30

See graphics and replace pap with crap.

lifespan 20

How should I put this...not very long at all.

overall 30

If this had come out on the Mega Drive in 1990 it would still have been a load of old balls.

Doraemon

WHEN I first heard about THE imminent arrival of an import copy of Doraemon for review I was pleased. "It's a sort of anime game, done in a Mario 64 style", said Martin, our local import shop owner. "Oh, that sounds good. I'll put it down for a four page review, which I'll do myself", I said. Big mistake!

I love platform games and I missed out on reviewing Mario 64 (which is the only platformer thus far on the N64), so I was really looking forward to getting my teeth into Doraemon and put my weekend on hold, in anticipation of some intense games-playing. After playing Doraemon for five minutes, my heart had sunk to my boots as I realised I had dropped a huge clanger. You see Doraemon is a fat mechanical cat who has his own children's anime cartoon in Japan. The entire game has loads of Japanese text including all the options, so to say it is a struggle to understand what the heck is going on or what you are supposed to do is something of an understatement.

Sometimes a game comes along that really brings home just how different we are to the Japanese. Doraemon is such a game. It may as well have been programmed by aliens for all the sense it made to me. The only good thing about it is the fact that I will never have to play it again.

Dazza

The game plays like Super Mario 64. A very, very simplistic version of Super Mario 64, with one tenth of the graphical detail and animation, none of Mario's speed, very little freedom to adjust the camera angles and much smaller worlds to play within. As far as I can determine from the intro, the idea of the game is to find three parts of three crystals in three different worlds or the crazy dragon girl from hell is going to be very unpleasant, or something. You can choose from four different characters to play as two boys, one girl or Doraemon the cat himself. As to how this effects the gameplay I'm afraid is rather hard to say, but I'll stick my neck out and say after a little experimenting it makes no difference at all. Within each level there are treasure chests to discover that contain power ups and weapons. There is also the obligatory quota of baddies that include the likes of hopping albino rabbits, bats and mice, etc. These can be killed in an incredibly original way, you can dispose of the enemies by jumping on their heads or shooting them with your weapons. The original touches just keep on coming because when you kill a baddie a little bell appears that you

can collect and if you get over a hundred of these bells you are given an extra life! When you reach the end of a level, sensation upon sensation, you face a boss who you must defeat to get a piece of a crystal. Sorry about the sarcasm but you must remember I was expecting something to rival SM64 here and what I've ended up with is the Japanese equivalent of Sesame Street 64!

Apart from the usual platform fare, there are cutsey characters who you can converse with during each level, who could be telling you anything from the meaning of life to how your mother hangs around bars looking for some paying customers! A seriously annoying thing throughout the game is the fact that, whichever character you play as, he or she will make an annoying little squeak each time they jump, which is thousands of times per level and becomes very irritating, very quickly.

I guess it is a bit unfair that an adult western games journalist is reviewing a game that is obviously designed to be played exclusively by Japanese kids, who will obviously have the advantage of being able to read the text (of which there is a lot) and therefore be able to make sense of the plot. There is more chance of Stevie Wonder getting a hole in one than this game getting a UK release, but even if you are desperate to buy a new import N64



► The first boss is this really scary teddy.



► A bit of platform jumping is required here.

game, unless you are under 13, Japanese and love cute anime cartoons, don't even think about buying this game. **Pete**

Published by: Epoch
Release date: Out now! (Jap import)
Telephone no: Unknown RRP: £59.99

scores

graphics **70**

The animation is pretty limited and the cartoon characters look very basic.

sound **34**

This sort of soundtrack would embarrass a SNES game. Incredibly cheesy nursery style music with irritating sound effects.

gameplay **33**

Basic puzzle solving along with the bog standard platform fare, albeit in a 3D environment, will soon become very boring.

lifespan **40**

Combining the fact that you won't know what is going on plot-wise and the gameplay is very simplistic, I would have to say most gamers will lose interest within minutes.

overall **45**

A yawnsome game that I feel pretty sure I wouldn't want to play even if I could understand the text. Avoid!



► The first boss is this really scary teddy.

Mahjong Master



...If you want a blistering fast paced 3d action type of game then I'd suggest that you don't buy Mahjong Master. However, if you're a bird watcher, trainspotter or just desperately sad then I think Mahjong Master might be the game for you, read on to find out..



► Here's the basic layout of the table.



► Here's what happened to the table after five minutes of play.

There are some things in life that just don't add up. For instance, who was the guy on the grassy knoll when president Kennedy was shot or how did the Egyptians manage to build huge pyramids over 2000 years ago, or why the hell has somebody decided to release the ancient chinese board game, Mahjong, on the N64?

Mahjong is obviously popular in the East so you can see the thinking behind the release of Mahjong Master, but to actually code a board game onto an N64 cartridge is sacrilege in our books. So here we have it then, Mahjong Master for the N64, the future of video gaming, today.

To tell the truth, I knew nothing about Mahjong, so as you can guess, when I switched it on, I didn't have a clue what to do or how to play it. After a little research though, I discovered a few things. It's basically an Eastern version of the incredibly boring card game, Bridge. The player starts with 34 tiles which are arranged in a square formation at the start of the game. The idea is to score points by finding runs and pairs of the different tiles. The tiles all have symbols on them with names such as 'The Dragons', 'The Four Winds' and 'Bamboo'. The player has to score 'Fans' to get out of the game. Certain levels of 'Fans' are worth different points with the higher the level, the higher the points. Well, that's about as far as I can go on the rules in this review but I can't imagine it will really bother anyone.

Playing Mahjong Master isn't exactly the most exciting past time I can think of but I suppose it's not meant to be an exciting game. It's a game for people who like to flex their brains a little and not for those who just like to flex their reactions. The graphics are adequate for the game but I don't suppose it matters how the game looks as it's going to sell to Mahjong fans anyway.

Why we need a game of Mahjong on the N64, I don't know. I do know that Mahjong is huge in Japan and China, even in the video arcades where players get to eye pictures of birthday suited grrlles for winning. Now, if this was included in the N64 version, I for one would be a little more positive about it! Mahjong Master does take a while to get into as it's really designed for people who are already fans of the game. As it happens I'm not a fan of the game and I don't know anyone who is.

We don't know whether Mahjong Master is to be released in Britain and to tell the truth, we don't care. Okay, it may be a perfect rendition of an ancient board game and it may very well have extremely complex artificial intelligence but where are the explosions, the laser fire and the F1 cars? If you're contemplating buying Mahjong Master why not go out and buy the real board game instead. You can then spend your



► 'Get F**K outta' here'

change on a barrel of Stella and a Kebab just to give you a taste of what you've been missing all this time you've been a stamp collector! Saul ■

Published by: **Electronic Arts**
Release date: **Out now!**
Telephone no: **01753 549442** RRP: **£54.99**

scores

graphics **50**

Hardly uses the superior graphical capabilities of the N64.

sound **30**

There's no cars revving or bombs going off, put it that way.

gameplay **50**

It only gets as high as this as it could probably be an interesting game every once in a while, if it was on a board and not the N64.

lifespan **25**

Every game is different but you still won't want to play more than twice.

overall **37**

Mahjong Master has been a very difficult game to review. I know it will be popular in Japan but the European market won't pay a slight bit of notice. It may be a good board game but as an N64 game it only deserves to be given the lowest score yet seen in 64 extreme, I'm afraid.

God, I'm so pleased I didn't have to review this game! In the unlikely event that you enjoy playing Mahjong, then you should consider buying this game. If not completely ignore it. Simple as that.

Pete

A Break from the Norm...

timeout

The world outside of video games is alive and kicking. Turn your N64 off then, sit back and open your mind to something other than jaw dropping graphics and frantic joy pad bashing...

album reviews

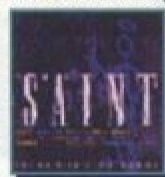
We've had some excellent music in the office this month, here's the best of it...

TRIP TONITE • JDJ Compilation

Following on from the excellent 'After Hours 2' release, JDJ have come back with yet another winner. This time the idea is to take a piece of the JDJ club, 'TRIP TONITE' home with you and as usual it's a quality affair. There are three CD's all in all, the first is mixed by Jason Moore and contains a host of funky tunes. The second, mixed by Andrew Galea takes it up a level by dropping some excellent breakbeats then moving onto house and trance. Finally DJ Tomistav takes over for an excellent hard/progressive house set which rounds this triple pack off superbly.

SQUAREPUSHER • Hard Normal Daddy • Warp LP

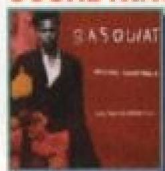
Combining drum 'n' bass, techno and jazz, this new album from Squarepusher really does push the boundaries of electronic music. The thing is that it's not all electronic as Squarepusher also uses live bass sounds to give the album a funky yet weird feel. With seventies style jams to deep futuristic pieces, 'Hard Normal Daddy' is an album for breakbeat and electronic heads everywhere.



SOUNDTRACK • The Saint • Virgin Compilation

With Underworld, Orbital, Fluke, The Chemical Brothers, Moby, Everything But The Girl and the superb Daft Punk all making an appearance, the soundtrack to The Saint is a quality all star line up. Add to this a brand new track from Duran Duran and a Danny Saber remix of David Bowie's Little Wonder and The Saint has to be the best film soundtrack since Trainspotting and I strongly suggest that you buy it.

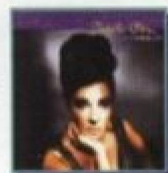
SOUNDTRACK • Basquiat • Island Compilation



The soundtrack to the new film 'Basquiat' is a mixed affair but it should appeal to most people. The line up is pretty diverse with the likes of David Bowie and Joy Division. The highlights for me are 'White Lines' by the legendary Grandmaster Flash and 'Rise' by Tripping Daisy but with such a broad selection here everybody will find something to suit their tastes. Recommended.

NATACHA ATLAS • Halim • Beggars Banquet LP

The sound of the East meets West in a fusion of musical styles which Natacha Atlas calls 'Halim'. Although the style of the tracks are all on an Eastern tip, the modern influences shine through in the form of some excellent beats and sounds. Natacha's voice is perfectly suited to this style making 'Halim' a great, if a little different listening experience.



LOCAL H • As Good as Dead • Island LP

If you're into grunge or American style rock, 'As Good as Dead' should sit nicely in your collection between Terrorvision and Nirvana. 'Nuff said.

Also...

'Makes me Wanna Die' from Tricky is an excellent downbeat and melancholic single which should be checked, it's available on Island Records. Also on Island is a single from the Warm Jets which pop and rock lovers should be into and they've even thrown in a Kraftwerk cover version for good measure. Finally, Hardfloor come back with a 2nd volume of 'Dadammphreaknoizphunk' which is highly recommended for its funky and electronic trip hop sound, pick it up on Harthouse records.

the video bit

WHAT TO WATCH • Twelve Monkeys

This month's film to watch is Twelve Monkeys which stars Bruce Willis, Brad Pitt and Madeline Stowe and is directed by none other than Terry Gilliam. We know it's not exactly new but it's recently been released on sell through so you can pick it up for £12.99 or less now. The film is based around Bruce Willis' character who is sent back in time to the 1990's from a time where the Earth has been ravished by a killer virus. The survivors have all gone underground and Bruce is selected to go back and find information on the virus. This is easier said than done though as the time travel disorients him, sending him almost crazy. The film is a mix of sci-fi, humour and action all blended perfectly to make one of the best films with one of the most intricate plots we've ever seen. You have to concentrate but when everything comes together you'll be glad that you did. If you haven't seen Twelve Monkeys yet, I strongly suggest that you get yourself a copy whilst you wait for the next N64 game to come (which could be some time).

MUSIC AND VIDEO GAMES • The Gap is Closing

The first generation of computer games made do with a few beeps and bleeps to entertain the player's ears. Nowadays though, the audio aspects of a video game are nearly as important as the graphics and gameplay with games such as Wipeout setting the benchmark in game music. The next dance music video game link is coming in the shape of a game called Hardwar. Published by Gremlin, it features music from the influential electronic label, Warp. The game isn't completed yet but you can expect the soundtrack to be unlike anything you've ever heard before with the likes of Autechre and LFO contributing new material. Nintendo are going to find this a hard act to follow as the N64 cartridges cannot store CD quality tunes so you're not likely to hear the Prodigy or Chemical Brothers blasting out of the next Super Mario game. Things may change with the arrival of the 64DD though as this should free up a lot of memory for in-game music, allowing Nintendo to jump onto the cool game music bandwagon, if a little late.

PAGE ME CHAPPY!

There was a time when mobile communications were about as cool as brown tank tops and maroon brogues. Nowadays though, to be without a mobile is like leaving your house and forgetting to put your trousers on. There's still a certain amount of cheese surrounding mobile phones in some circles which leaves a niche for the good old pager. That's right, no longer do you have to be a businessman or a doctor to have one of these devices. Nowadays everyone from hippies to club kids to young go-getters are using these handy little gadgets to keep them in touch with friends and colleagues. They're relatively cheap too, a word pager will set you back around £80 and a number pager will cost you about £40. There's no monthly charge, it's the message sender who pays the bill. The word pagers allow you to receive messages while the number pagers will only give you the phone number of the person trying to contact you. You can even get the option for them to vibrate in your pocket when you have a message rather than an annoying 'look at me' bleep. If you have any kind of social life then a pager is obviously not an essential item but it is rather handy. If you're not a social butterfly, why not get one anyway, just so that people think you are.

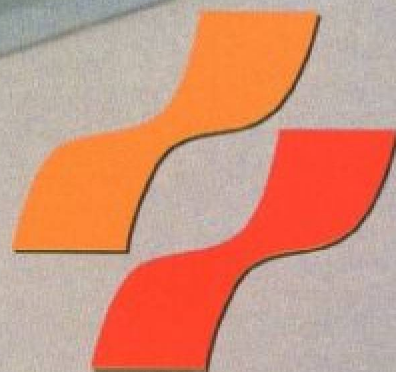


web site of the month

T-SHIRT OUTLET

I'm not really into commercial sites on the web but this T-shirt store really is excellent. If you're a fan of T-shirts there's hundreds for you to choose from here, all with brilliant designs. You can choose from joke slogans to Schwa symbols all at a relatively cheap price. The web site itself is well designed with lots of graphics and animation that make you want to have a look at everything on offer. This site really does keep you interested so take a look yourself and see if you can find that new top for summer at the beach.

Konami the sources of smiles!

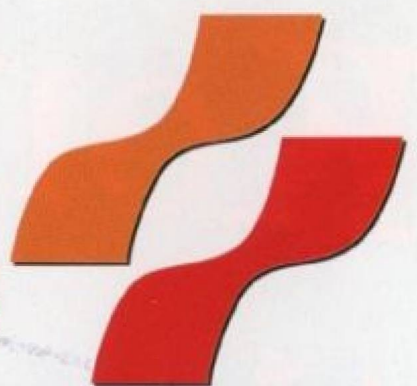


Konami have been consistently producing fine software for Nintendo systems since the early days of the NES. What plans do they have for Nintendo's 64 bit wonder machine? We took a trip to Uxbridge to find out.

KONAMI®

KONAMI

the source of smiles

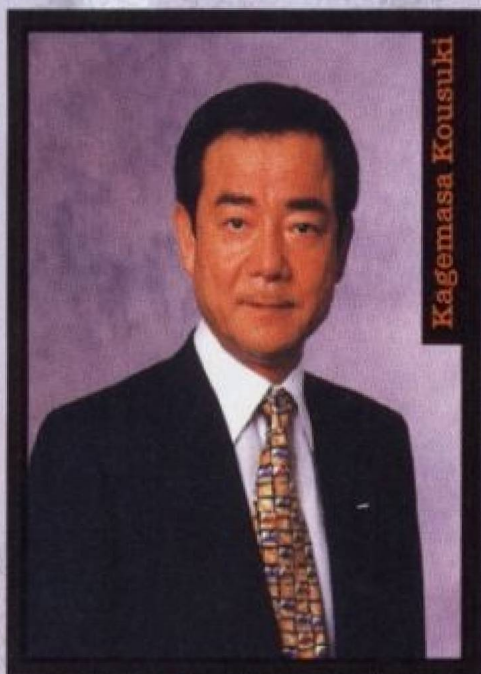


KONAMI®

Konami are one of the largest and most respected software companies in the world.

Every gamer has heard of them and yet somehow, despite their size and their continued mainstream success, they are still regarded in an almost cult-like way by many gamers. How have they achieved this? Maybe it is something to do with the company's motto projecting an almost mystical aura about them: 'Think in a cosmic way', 'let your feelings reign freely' and 'we are the source of smiles'. Then again, maybe it's because they have consistently produced great games, whilst always keeping in touch with the changing requirements of gamers. Whichever way, I thought it would be nice to

pay the Konami UK offices in Uxbridge a visit and find out.



Kagemasa Kousuki

Upon arrival at Uxbridge train station, Russ and I were met by Konami's Marketing Manager Jon Sloan in his brand new Volvo 40 (The same model that Val Kilmer drives in *The Saint*, Jon informed me). He drove us to Konami House, which is, strangely enough, Konami's UK Headquarters. This stylish building looks and feels as though it belongs in a sixties Bond movie as an HQ of some secret spy organisation!

Konami House not only contains the Konami videogames consumer division, but is also home to their UK coin-op division, which is based on the ground floor. The first floor also features a warehouse from where their arcade machines are shipped out to arcades around the country. Their recently launched

Cobra board is currently making very big waves in the arcade sector, putting Konami in a position to rival Sega and Namco for supremacy in the arcades. Jon allowed us to view some video footage of Konami's forthcoming coin-op games in their swish conference suite. One game that particularly shone was *Racing Jam*. The footage that we saw looked like an extremely high quality rendered intro, that was almost of photo-realistic quality, the real kicker was that this was no intro, but in fact actual in-game graphics! All this is good news for N64 owners since it should be a natural state of affairs for Konami's most successful arcade games to be converted onto the N64, which is frankly the only system that will be able to handle such graphically demanding games.

Konami was formed as far back as 1969 by their President Mr Kagemasa Kozuki when they started manufacturing amusement arcade equipment in Osaka. Today they have offices all over the world including Chicago, New York, Frankfurt, Tokyo, Amsterdam, Paris and London. They employ well over 1000 people worldwide. The three main business fields that Konami specialise in are the development and manufacture of consumer video games, the manufacturing of Liquid Crystal Displays for gaming machines and the development and manufacture of high-end coin-op arcade machines. In Europe, the coin-op side of Konami accounts for well over 60% of their business, although worldwide it is the home video game business that makes up the greater part.

Konami have a rich heritage in publishing quality games in the past on Nintendo formats, such as: *Castlevania*, the *Legend of the Mystical Ninja*, *International Superstar Soccer*, *Rocket Knight Adventures* and the *Teenage Mutant Hero Turtles* series. Konami is the type of software company that the Nintendo 64 needs right now, to provide it with the right kind of software it requires if it is to flourish. From the promising look of Konami's initial line up of games planned for the N64, they will be the source of plenty of smiles for N64 gamers and laughing all the way to the bank!

KONAMI'S N64 LINE UP

INTERNATIONAL SUPERSTAR SOCCER 64

We reviewed this incredible soccer game last issue as J-League Perfect Striker. It was awarded 88% and would have received a higher score, but for the baffling Japanese options and the fact that you could only select teams from the rather dodgy J-League. Well, all that has now changed and we will review ISS 64 in its own right next issue. Frankly, I was only expecting Konami to put international strips on the players, give some of them blonde hair and leave it at that. How wrong can you be! One thing I can reveal now is that ISS 64 has been PAL optimised and consequently plays faster and looks noticeably better than J-League. You will have to check out 64 extreme issue 4 for the full run down, but one thing I'm already sure of, is that the improvements over J-League make ISS 64 a cert for an X-Factor award!



International Superstar Soccer 64

DRACULA 3D (CASTLEVANIA 64)

Castlevania (or Dracula 3D as it will be called in Japan) is Konami's longest running series and due to its immense popularity, it was only a matter of time before a version was scheduled for the N64. Ten different versions have appeared on many diverse consoles, including three on the NES and one on the SNES. Many gamers class Castlevania as the



Dracula 3D

most innovative and exciting 2D platformer ever! Konami's newest instalment has one major change, Simon Belmont will return to find Dracula's castle has now changed into a 3D environment. He will now have the sort of freedom of movement that Mario enjoyed in Super Mario 64. The game is planned to contain three different characters, and if this is maintained it will be very similar to Castlevania III on the now redundant NES. As well as Simon Belmont, you'll be able to select a young girl who possesses mystical capabilities, and a buccaneer who utilises a pistol. It is also strongly conceivable that you will be able to favour a certain character for certain tasks, allowing you to switch characters throughout the game. In earlier adventures, Simon Belmont was capable of obtaining four articles from whipping candles. He could make his whip longer and stronger from receiving a whip extension (sexy!), obtain special weapons, hearts that implemented the special weapons, and bags of money. In his new 3D world, he'll be able to perform moves and acrobatics that could not be achieved in a 2D environment. He'll be able to use his whip to swing across collapsing floors in true Indiana Jones style, undertake wall jumps, flips and fighting holds. All the characters, backgrounds and enemies are fully polygonal and textured mapped - with aspects of the gameplay, such as puzzle solving and adventuring mimicking many of the features of Zelda and Super Mario. All of the Castlevania series have been brilliantly produced, and Konami definitely have the ability to make Dracula 3D the finest of them all.

GANBARE GOEMON 5

This is the fifth instalment to an applauded series of action role playing games - two being released under the guise of Mystical Ninja.

Goemon is classed as a peerless game conception, although it can be said that it has many similarities - style and play - to Zelda. You have to secure money and weapon power to proceed.

The game is based in ancient Japan, where you can command the activity of one or two Ninja warriors - Goemon and Ebisumaru - who's destiny evolves around a series of circumstances. Again, like Zelda, you must find bonuses on your travels to continue through the game and ingress into new levels and onto fight immense bosses.

There is a map region called Passage, that permits you to walk unhindered around the Ganbare world. Also, there is a Town section. Here your Ninja can earn cash by attacking criminals - a kind of bounty hunter. If you accidentally smash an innocent bystander, you'll be automatically fired!

The levels are made up of sinuous mazes and intelligent bosses - finding these in the buildings and in the underground system is your main aim. Each boss has an unsurpassed defence mechanism that has a single weak point, finding it is the hard part - pure weapon capability will not be enough.

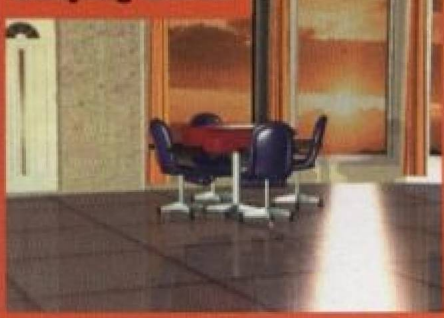
The camera movements and views interchange between levels, and a player can fashion the viewpoint in real time to adapt the game to suit their preferred style of play, making the navigational stage visually interesting.

Among the characters that appear in the game are Goemon, Ebi, Sascake, Yae - these are all polygonal, as is everything else (even the smallest bonus item). And with a 3D world on the scale of Super Mario 64, players will find that the character they control has freedom at their fingertips. Although, like good ol' Gauntlet, characters can only go so far away from each other before the CPU pulls them back.

Hidden games are also planned for the package! The 'word on the street', suggests the levels will be on the same scale as the fully operative level Gradius found in Legend Of The Mystical Ninja. Sadly, Goemon 5 looks unlikely for a

release on these shores, we can only hope that the powers that be at Konami will change their minds.

Mahjong Master



MAHJONG MASTER

For a full review of this strictly Japanese territory only game read page 29.

BATTLE DANCERS

There are only a few details to relay about this one-on-one 3D fighting game. It will make full use of a 3D plane for the combat to take place in. That is to say you will be able to move towards the front and the back of the screen, much like Toshinden. As soon as we have some more info and shots we will print them.

An Interview with Jon Sloan

MARKETING AND PR MANAGER OF KONAMI



Kagemasa Kousuki

3 founders, one of whom is Mr Kozuki, that's where the K and the O come from, as for the other two, I can't remember their names, and I don't think anyone in the company could, they're not with us anymore.

PETE: So, they're not part of the set up anymore.

JON: No, they mysteriously disappeared 10 years ago after a fire!

PETE: Are you a gamer yourself?

JON: Oh God yes! I wouldn't have got the job here if I wasn't. I've been playing games since my early teens in the arcades, and I've owned virtually every decent home system from the original Atari consoles through commodore VIC 20, Atari 520, then the Amiga. So yes, I've gone through a lot of systems in my time?

PETE: Which console or computer would you say you were most fond of out of all of them?

PETE: How long have you been at Konami and what did you do before?

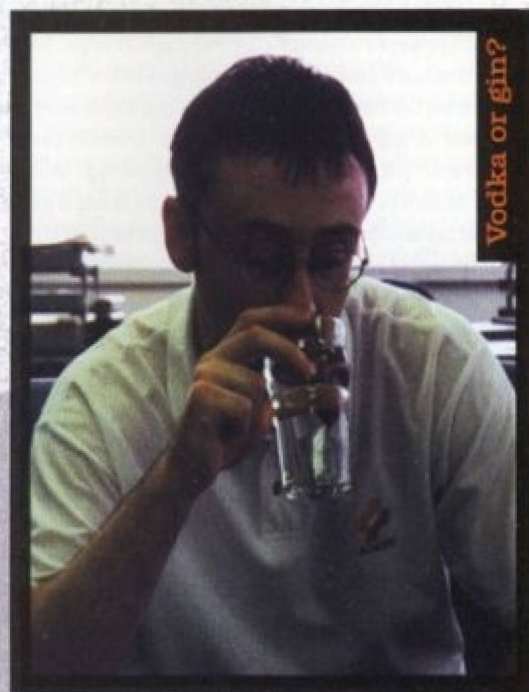
JON: I've been at Konami for three and a half years. I am a Law Graduate and worked in legal book publishing and legal magazines and then worked at EMAP Images, firstly as the production editor and then as deputy editor on CU Amiga.

PETE: What is your position at Konami and main responsibilities?

JON: I am the marketing manager, which means I am responsible for all promotion work, including PR, advertising, point of sale and trade. Any kind of promotion that you see from Konami, from the consumer division anyway, comes through me.

PETE: The actual name Konami, where does it come from?

JON: Konami is an amalgamation of the surnames of the



Vodka or gin?

JON: Well, it varies from time to time depending on what product is in, if we have a big game, like we do at the moment with ISS 64, we tend to play that a lot, and at the moment I also play games on the PC quite a lot.

PETE: What is your favourite non-Konami game and Konami game of all time?

JON: Possibly Command and Conquer, and Red Alert. Konami, probably the one I've played the most has been Superstar Soccer, in various formats, from the original SNES version and now PlayStation and N64 versions.

PETE: What games are you particularly looking forward to seeing on the N64, over the next year?

JON: I'd quite like to see more Doom style games because I like them a lot. I think Turok is very good. I've been playing that and have nearly finished it now. I'm looking forward to Zelda 64 and our own Castlevania game. In terms of specific games, I also like a good 3D fighting game.



Jon Sloan

PETE: What's the working title for that?

JON: Battle Dancers.

PETE: Will it get a UK release do you think?

JON: Probably, I don't know a lot about it right now, but it's looking that way. I certainly hope so.

PETE: So, what is the status of Castlevania 3D at the moment and how far into development is it?

JON: It's pretty early, I don't think it will be released in Japan until Christmas, so we're looking at '98 for Europe.

PETE: It will definitely get a European release then?

JON: I would think so yes, the reason why we don't always release games in Europe, or we have something in Japan that doesn't get released here, would be because either the game is much too Japanese, the scenario, setting, the whole design of the game is Japanese, or the cost of conversion would be much too high for the sales that we would expect to achieve.

PETE: I understand that Goeman 5 is pretty unlikely for a European release.

JON: It's looking that way, because the cartridge size is very, very big, it's just under 100 megs which would potentially make it quite expensive, unless Nintendo were prepared to reduce their cartridge price to us, it is going to make it difficult to publish it over here, we would get sales from it definitely, but not enough I don't think to justify the conversion. For a game to be adopted by the mass market you need a good price point as well as a good game.



Don't jump!

PETE: I think the N64 is gagging for a decent 3D fighter, I'm surprised that there isn't anything out there yet.

JON: Well, we've got one coming up later in the year that is going to be a 3D fighter, this isn't a plug for it, by the way! It just happens that we are going to do a 3D fighter, and in it you'll be able to utilise the arena that you are in, because it is one of those fighting games where you can move in and out of the screen.

PETE: I suppose it's no good if you are just going to sell to the hard core elite gamers.

JON: We need both, good quality games and good prices.



Jon weighs up
Middlesbrough's
FA Cup chances

Who would you say is your favourite industry person and why?

JON: Ooh, that's a hard one. It changes from day to day! I'm quite happy with Rob Pegley, on the official PlayStation magazine, and Simon Clays from Nintendo Magazine, because of the front covers they gave to ISS. I think the Nintendo mag cover was one of the best football game covers I've seen from a videogames mag.

PETE: Even I'd have to admit it was striking.

JON: Yes, it worked very well. Mind you, the Roy of the Rovers idea for the PlayStation mag worked well, and the way they did the speech bubbles, there is no other video game really mentioned on the front cover, apart from ISS Pro which is unusual.

PETE: Yeah, You're certainly getting your fair share of the limelight with ISS at the moment.

JON: Yes, I think another of my favourite industry people at the moment is Mr Kinoshita, he's the head of KCEO, Konami Computer Entertainment Osaka, where all our Nintendo 64 games are developed, and they are producing a lot of good stuff at the moment. International Superstar Soccer 64 was developed there, also Castlevania 3D, Battle Dancers and another title later on this year, and maybe another two which will get released over here which have a lot of potential.

PETE: Is it now essential to grow a small goaty beard to be accepted in games industry PR social circles?

JON: Actually I have only had the beard for three weeks. It's called a Jazz Twat beard, according to Loaded Magazine, according to me though it is a cool thing that pulls the women. By the way, I ought to warn you that I'm a third dan in Tai-kwondo, in case you were thinking of printing something funny about it!

PETE: We've all got to make money out of this business one way or another!

JON: There are rumours that there will be a hardware price drop soon, maybe next month, and that will help because I guess they would also reduce software prices at the same time. You have got to have some kind of differential between the two, if they drop the hardware down to £200, maybe down to £150, £170, then the hardware to software cost ratio is looking quite tight. There is not a great differential between the two.

PETE: I think a lot of gamers are waiting for the N64 price drop to come because they have seen what has happened with Sega and Sony, and don't want to get burnt again.

JON: I think our consumers, even the ones that aren't ardent games fans are much more aware than we sometimes credit them to be, and they are pretty up on the fact that there are some negotiations going on about the prices.

PETE: It's got to happen

JON: Let's hope so.

PETE: I think it will benefit everybody in the N64 market so let's hope it will be sooner, rather than later.



A range of our wares



What do Jon and Val Kilmer have in common?

there and tell them. There is no point lying to journalists!

PETE: Having been one yourself, you know that you can see it coming a mile away I suppose.

JON: It's silly really, it doesn't achieve anything, you just go in there and be honest and try to work your way around it.

PETE: How big a part of Konami is your coin op division in Europe and worldwide now?

JON: If you check the figures in our financial report, you'll see that the coin op division in Europe is performing very well, and we've got some good games out and some even better ones on the way, which shows that we're finally back to the stage where we are challenging, if not beating, Sega and Namco.

PETE: The game footage you showed us on video of Racing Jam, looked absolutely sensational, I haven't seen anything up to that standard even close to that in the arcades.

JON: Well, there you go now you see, we're up to a position with the cobra board and with the other software titles on M2 coming out, that we are beating our competitors in that area. In Europe we are doing very well in coin op, maybe better than the consumer, globally the consumer business is by far the larger proportion.

PETE: Here's one of my pet questions that I like to ask, if you could have one person to help you out in PR, out of Paul Gascoigne, Jack Nicholson, Pam Anderson or Demi Moore, who would it be?

PETE: Have you ever had to do PR for a game that you thought was a real stinker, but you have had to pretend is good?

JON: (laughs) No, I don't think Konami produce real stinkers, our worst game is an average game by other company's standards and our best are excellent. So no! If it's an average game I'm honest and go in

JON: Pamela Anderson and Demi Moore have no chance really, though they may be nice eye candy. I think Pam's a bit of a bimbo, and Demi, though she may be very, very intelligent and gorgeous, you would have no chance of sleeping with her!

PETE: Yeah, Bruce Willis would have something to say about that!

JON: Yes, exactly, he might come round and shoot you! So I think it would have to be Jack Nicholson, because at least you can go out, get pissed, have a laugh and pick up lots of women with him. By all accounts, he's an incredible babe magnet, so I would settle for Jack Nicholson's cast offs!

PETE: You couldn't go wrong really.

JON: Oh yes, sloppy seconds!

PETE: OK, finally Jon, since you guys have released the best Soccer game on the planet in the form of ISS 64, perhaps you could tell me who is going to win the Premiership?

JON: Probably a better question would be who do I fancy for the FA cup.

PETE: Oh, yes, I was forgetting, you're a Middlesborough fan, aren't you?

JON: Most definitely, especially after last night's result, (Middlesboro had just beaten Chesterfield 3 - 0 and reached the FA Cup final. Ed.) the fact that Zola might not be playing for Chelsea will help us greatly, so I reckon we've got Boro for the FA cup this year, and Man U for the Premiership.

PETE: Well I hope you're wrong about Man U, but I wish you luck in the final Jon. Up the Boro!



Thanks for your time, Jon

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TUROK DINOSAUR HUNTER



This concluding part to the fully illustrated guide of Turok Dinosaur Hunter, will make searching the last five lost lands for the remaining level keys, Chronoscepter pieces and the Campaigner himself seem like a walk in the park. Jurassic Park to be precise.

Level four

THE RUINS Level four



Drop down off the bridge into the water then swim through the narrow passage to the pool. Swim down to the tunnel in the far corner of the pool and continue to the teleporter.



Carefully make your way along the gorge using the ledges and wooden posts. The ledge at the top of the vines contains some health and Life Force points, shotgun ammo, an energy cell and a backpack.



Use a running jump from the log to reach the opposite ledge then carefully jump the next gap to reach the teleporter, it'll take

you to the ledge near the start area where the first key for level eight is located.



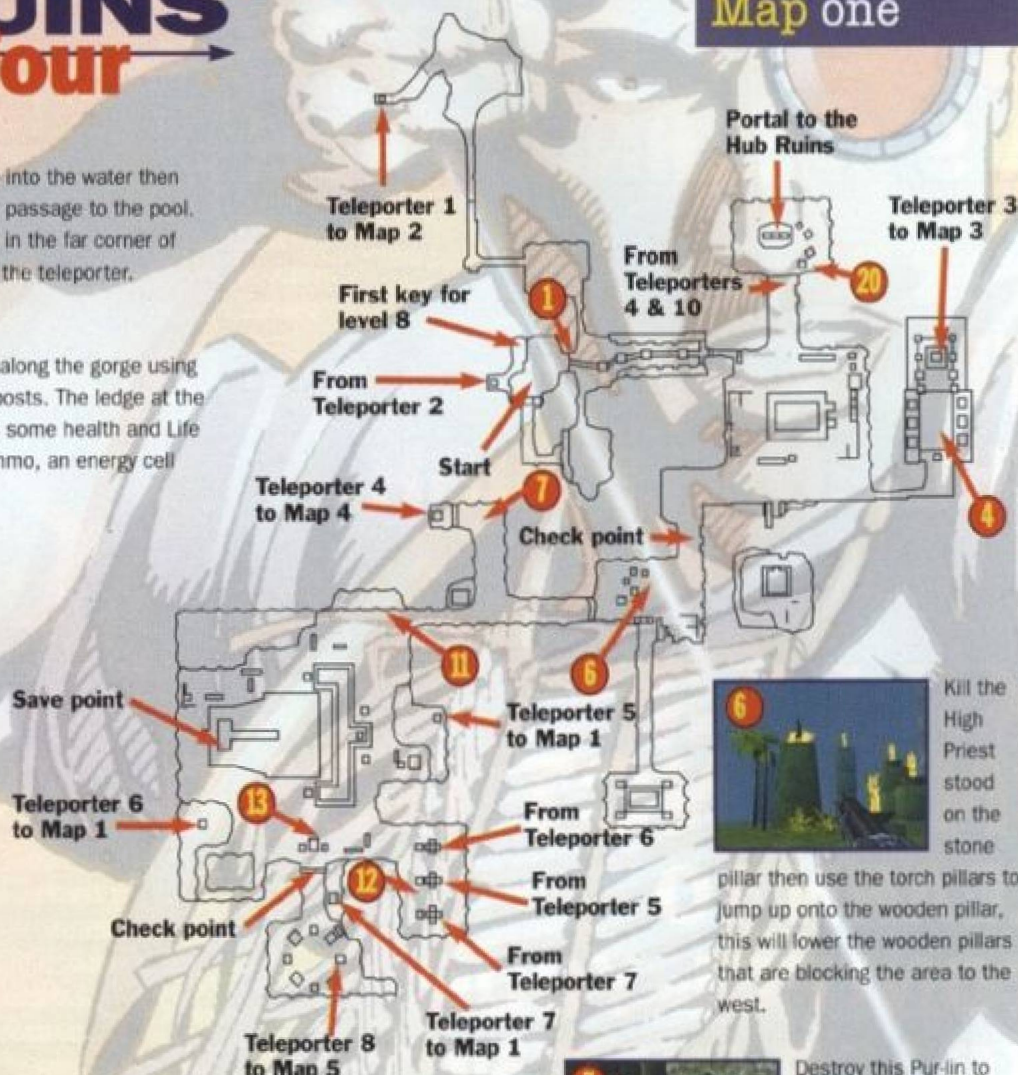
As soon as you walk across this stone floor, all the statue creatures will come to life and attack, make sure you've got enough

health and ammo to see you through the ordeal. Stand on the floor switch to remove the force field covering the teleporter.



Use the knife to kill all the beetles that'll attack you as soon as you arrive then move into the next chamber. Kill both the flame throwing High Priests to lower the pillars then collect the first key for level six before using the teleporter to exit.

Map one



Kill the High Priest stood on the stone

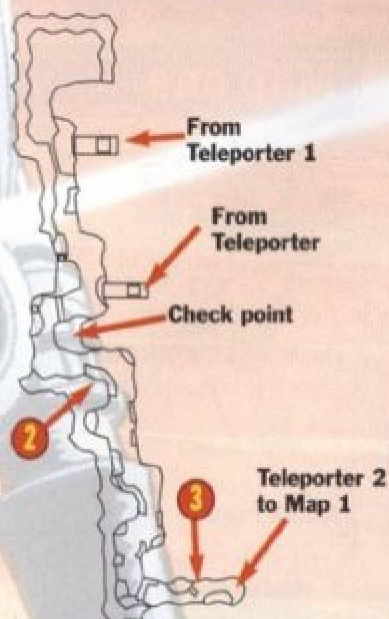
pillar then use the torch pillars to jump up onto the wooden pillar, this will lower the wooden pillars that are blocking the area to the west.



Destroy this Pur-lin to lower the pillars behind, blocking the teleporter. Collect the box of bullets, you'll probably need them later, then

step onto the teleporter.

Map two

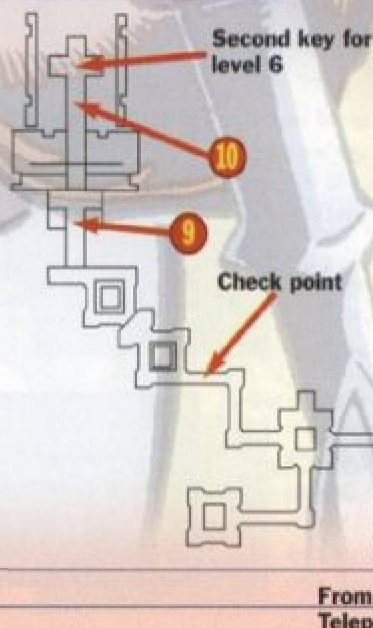


Drop down onto the lower ground then work your way through the maze to the cave. Destroy the two Sergeants guarding the cave then enter and follow the passage to the check point.



There's another Purlin here that you'll need to destroy to lower the pillars. Don't stand too close to the edge while avoiding his attacks, you'll not survive the fall.

Map five



Once you've killed the Sergeants, watch the pendulums carefully before running across to claim the second key for level six. Once you have the key, return to the maze then climb the vines back up to the teleporter.



Use the vines between these two trees to reach the ledge containing the rifle and Life Force points then use a sideways jump to reach the second ledge, the box of grenades and some health points.



You'll need to stand on these floor switches to raise the pillars before using the teleporters to reach the goods located above them.



Once the High Priest has been killed and the pillars lowered, enter the area beyond and step onto the teleporter to the east, as indicated. Using any of the other teleporters will warp you directly into the lava pool.



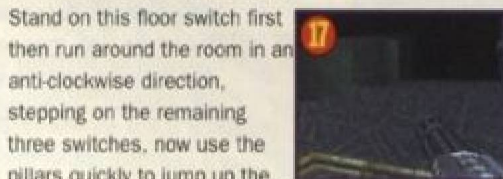
Collect the ammo and the two lines of health points from below the water then climb out and drop down into the room of pillars.



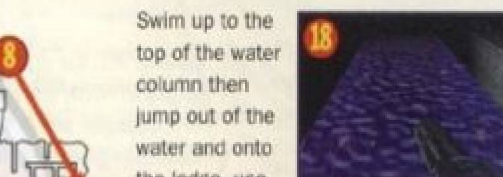
Walk through this false wall and into the secret area, collect the grenade launcher then use the torch statues to climb up and grab the Ultra Health.



Use the ramp to climb up to the top of the room then jump across to the platform. As soon as you step onto the centre platform to rise up, collect the fourth Chronosceptor piece, the four Leapers will come to life and attack.

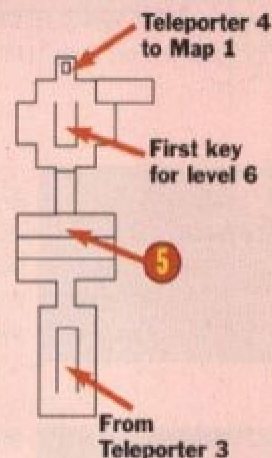


Stand on this floor switch first then run around the room in an anti-clockwise direction, stepping on the remaining three switches, now use the pillars quickly to jump up the next passage before they sink back into the floor.



Swim up to the top of the water column then jump out of the water and onto the ledge, use the map to help you find the ledge, if necessary.

Map three



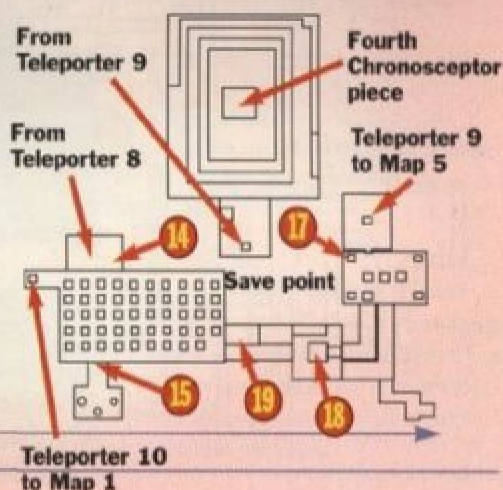
Jump across the pillars as shown to reach the teleporter on the other side of the room, it'll take you to the lava pool where the end of level portal is situated.



Carefully use the pillars to jump across to the portal in the centre of the lava pool, it'll warp you back to the Hub Ruins. Should you fall into the lava, use the vines to climb out.



Map five



Level five

Level five



THE CATACOMB

Map one



At the bottom of the stairs, stand on either of the floor switches to open one of the doors leading to the next chamber. Inside the chamber you'll need to kill the High Priest to open the next door that leads to the upper chamber.



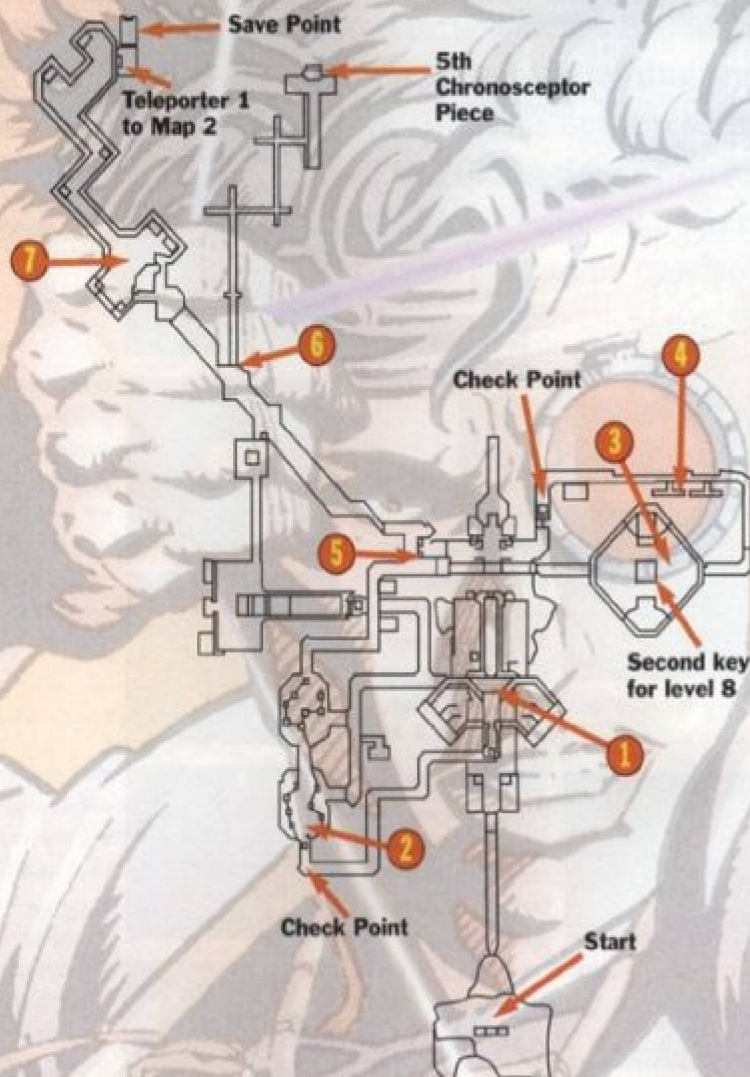
Standing on either of these two floor switches will make the nearby pillar slide up and down, making it easy for you to reach the ledge should you be unfortunate enough to fall off one of the planks.



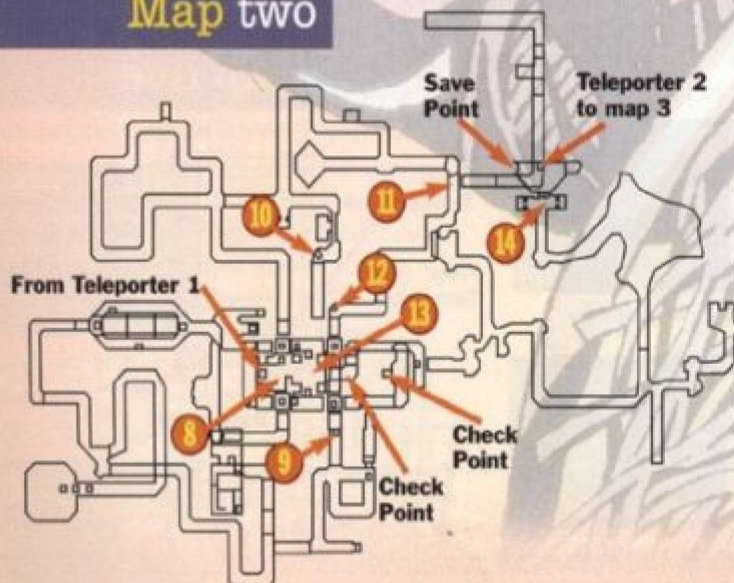
You must kill the High Priest in this chamber to remove the wooden bars concealing the second key for level eight. Once the key has been exposed, carefully jump across the gap and collect it.



Carefully run past the fourth cog and into the secret room opposite it. Inside, there's an Ultra Health waiting for the taking.



Map two



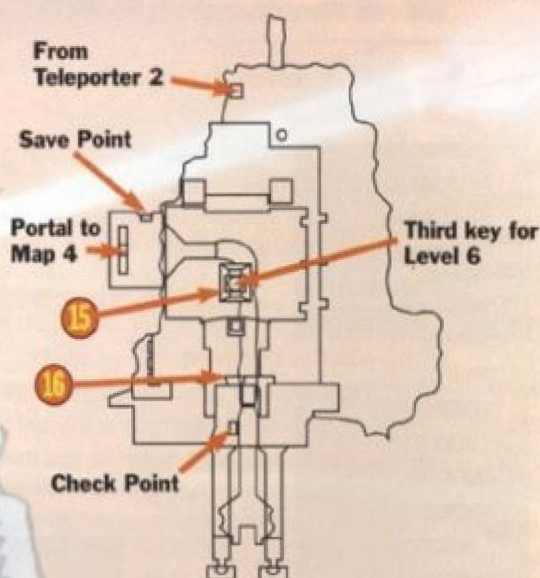
Step onto this floor switch to roll the large log to one side, then enter the passage and continue past the statue to the drainage hole on the right hand side wall.



Squeeze into the drainage hole and follow the tunnel north down to the fifth Chronosceptor piece. Destroy the High Priest then grab the piece before returning back along the tunnel.



Map three



Climb up the stairs to the ledge then walk around to the small room. Inside, climb the wall then use the save point if required. Now follow the line of health points down onto the teleporter on the top of the pillar.



Step onto the small floor switch to raise the two tallest pillars then step onto the large switch to open the door. Step onto the next floor switch then follow the passage east and tread on the next two floor switches, now follow the passage to the south.



Use this floor switch to open the door at the top of the stairs, climb to the top then step onto the small switch in the east passage to raise the two smallest pillars.



Use this floor switch to open the hole in the wall then follow the passage to the grenade launcher and the box of grenades, you'll need them for the Mantis.



Once the Pur'lin has smashed his way through this wall, kill him then follow the passage down to the toxic pool. Jump across the pool and through the false wall then continue along the passage to the Ultra Health.



Step on this floor switch to open the door at the top of the stairs, then climb up and use the next switch to expose the last small switch that'll raise the last two pillars.

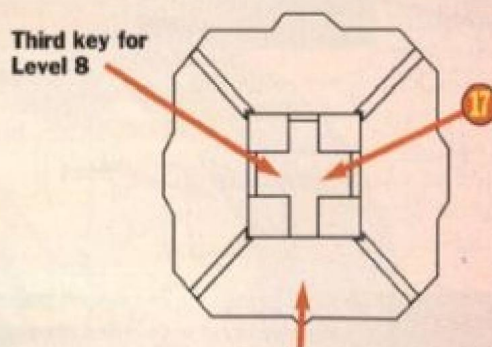


Carefully jump across the pillars then continue along the passage to the next floor switch, use it to open the doors on the east wall.



Once inside this chamber, destroy the High Priest then save your game if required before stepping onto the teleporter.

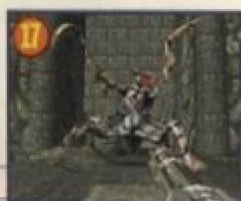
Map four



Use the check point to save your position, just in case anything nasty should happen, then jump into the water and swim over to the climbable wall and climb to the top of the tower. Collect the third key for level six then jump down onto the switch that's on the top of the pillar, this'll open the water gate.



Swim through the water gate then head through the drainage hole to the pool at the end of the tunnel. Swim down to the bottom of the pool then return back along the underwater passage to the save point and portal.



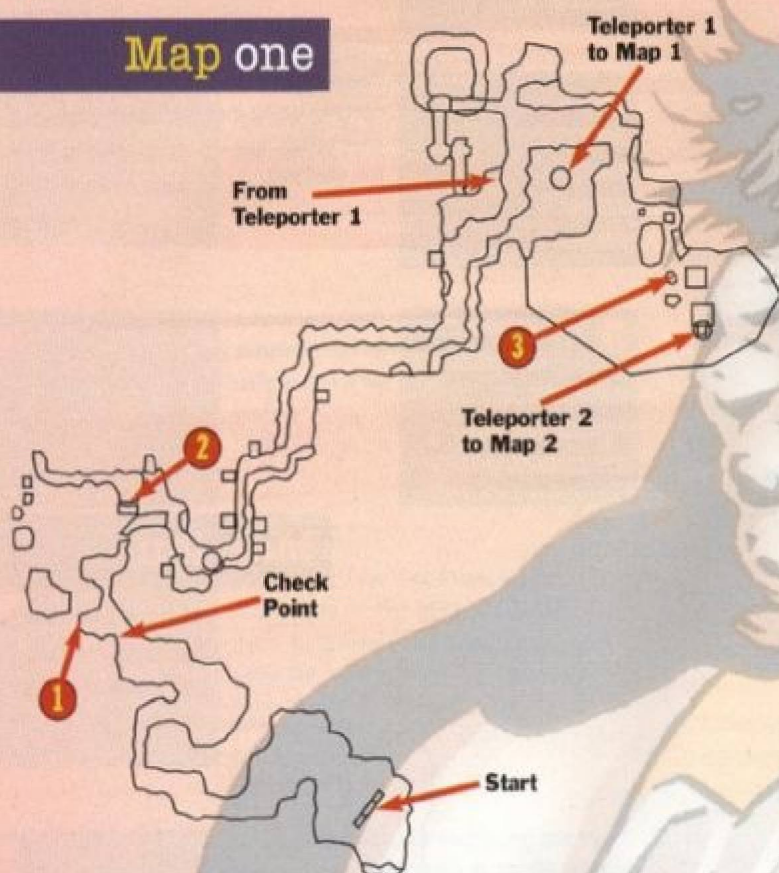
As you approach the third key for level eight, the Mantis will come to life and begin its attack. To defeat the Mantis, you'll need to keep on the move all the time to avoid his acid attacks while blasting him with your heaviest weapons.

Level SIX

THE TREETOP VILLAGE



Map one



Once through the check point, grab the grenade launcher then clear the island below of all enemies. Jump down onto the island then use the pillars to jump across to the opposite ledge.



From this ledge, drop down onto the logs below then jump across the gorge to the next set of logs. Continue through the gorge using the logs and ledges provided.



Using these pillars that are protected by large wooden stakes, carefully make your way over and onto the teleporter.



Clear the area below then carefully jump across the gap onto the lower ground. Destroy the Pul-in to lower the wooden pillars then jump into the water and swim over towards the tree lift.



In this secret area here (not shown on your map), you'll find some Life Force points and a very useful alien weapon waiting to be collected.



Swim below the surface of the water and through the roots of the tree to reach the treetop lift inside the tree trunk. At the top of the lift, step off onto the walkway before it begins its descent.



You'll need to kill the High Priest when he appears and lower the wooden pillars to the south before you can venture any further.

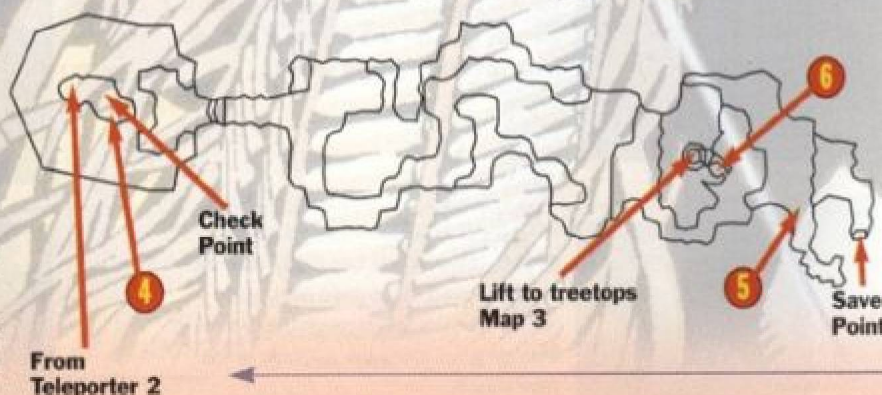


There are traps along both these sections of the walkway that'll swing down and smash into you, run past them to avoid serious injury.

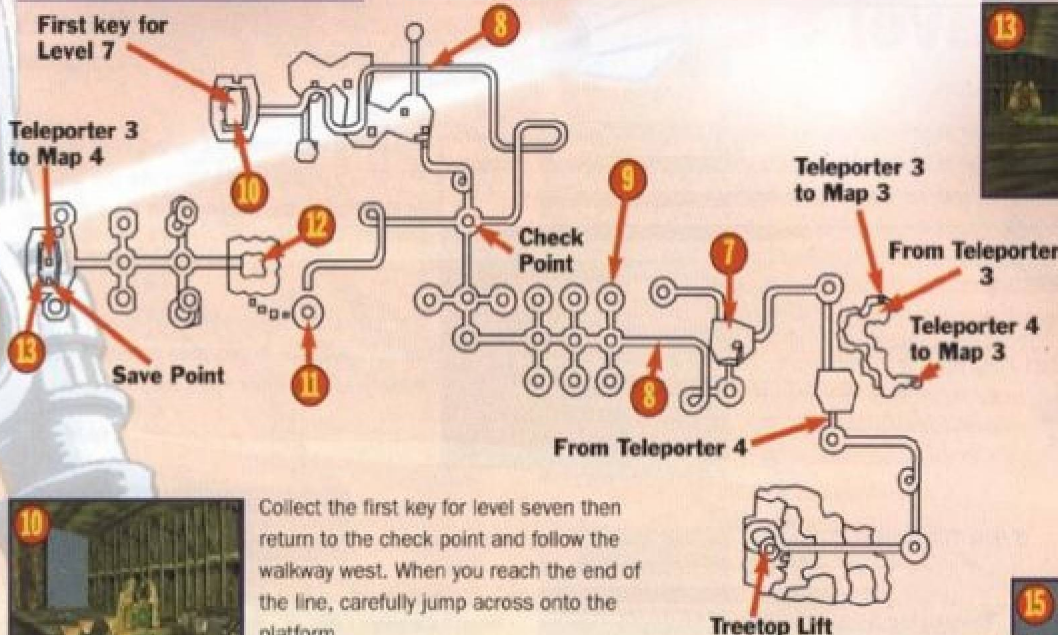


Search all these huts for useful ammo and health points then continue along the walkway to the check point. As you approach the check point, arm yourself ready for the two Warriors who will drop down from the trees.

Map two



Map three



Kill the High Priest inside this hut and use the save point, if required, then step onto the teleporter to reach your next destination.



Once you've cleared the area of enemies and searched the huts for ammo and health points, step on

this floor switch to lower the wooden pillars that are blocking the walkway to the north. Once the pillars have lowered, you'll have two Pur-lins and a Daddy Pur-lin to deal with.



Once past the save point, destroy the Pur-lin to lower the wooden pillars then walk onto the bridge. From the bridge, jump onto the small ledge on the left



Collect the first key for level seven then return to the check point and follow the walkway west. When you reach the end of the line, carefully jump across onto the platform.

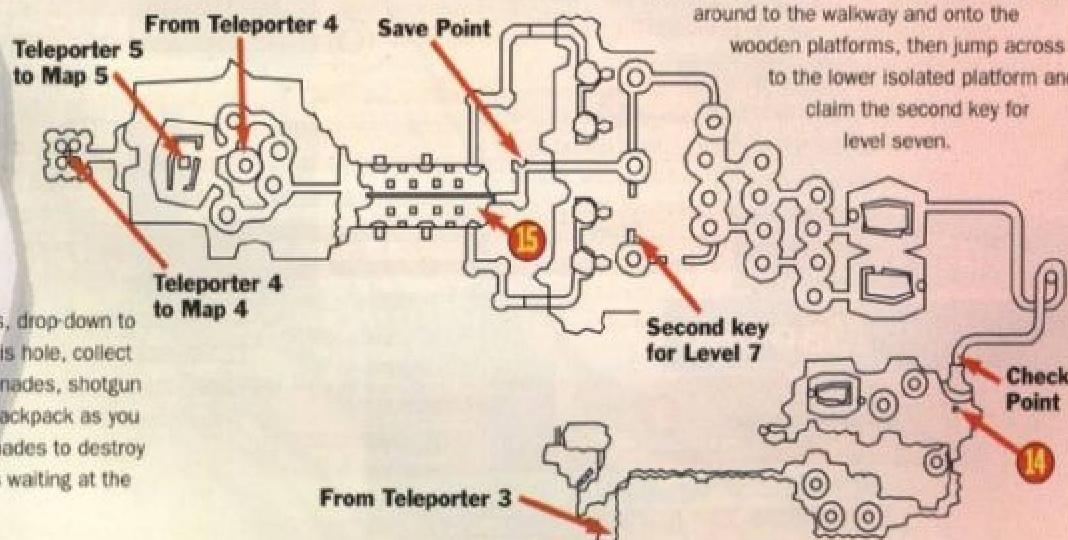


Jump across onto the first pillar and wait for it to rise up then jump across to the next one. Continue across the pillars then up onto the ledge.



Using the ledges, drop down to the bottom of this hole, collect the boxes of grenades, shotgun shells and the backpack as you go. Use the grenades to destroy the Pur-lin who's waiting at the bottom.

Map four



then across to the cave. Follow the cave, walk around to the walkway and onto the wooden platforms, then jump across to the lower isolated platform and claim the second key for level seven.

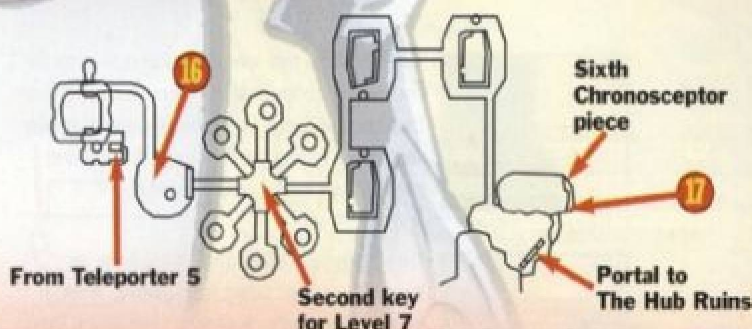


Destroy the two High Priests on this platform to lower the wooden pillars then continue across the walkway and collect the second key for level seven.



Before using the portal to return to the Hub Ruins, drop down onto this ledge then use a sideways jump onto the next ledge and the sixth Chronosceptor piece. Once you have the Chronosceptor piece, jump back to the vines then climb up to the portal.

Map five



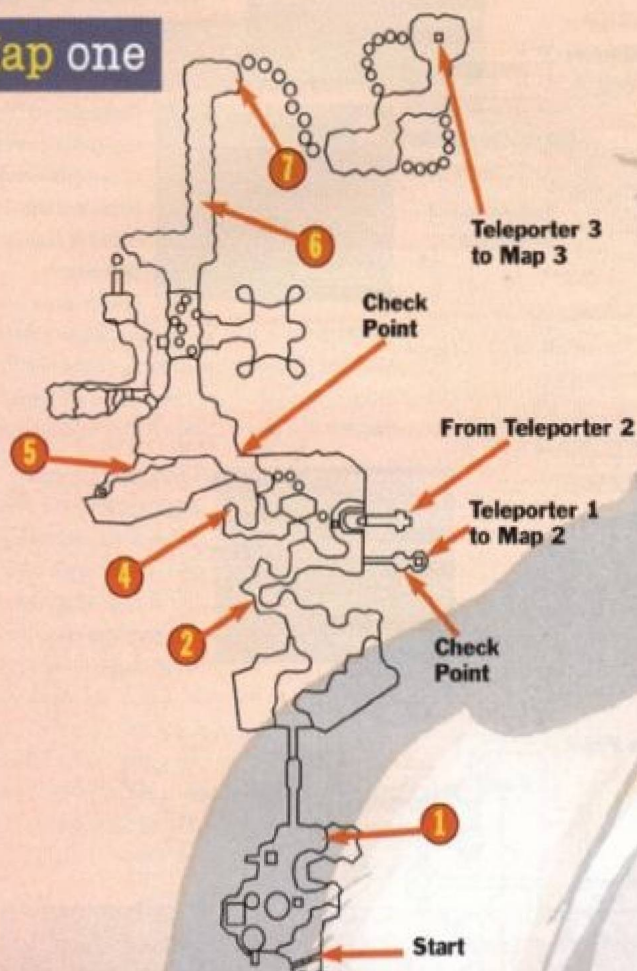
Level SEVEN



THE LOST LAND

Level SEVEN

Map one

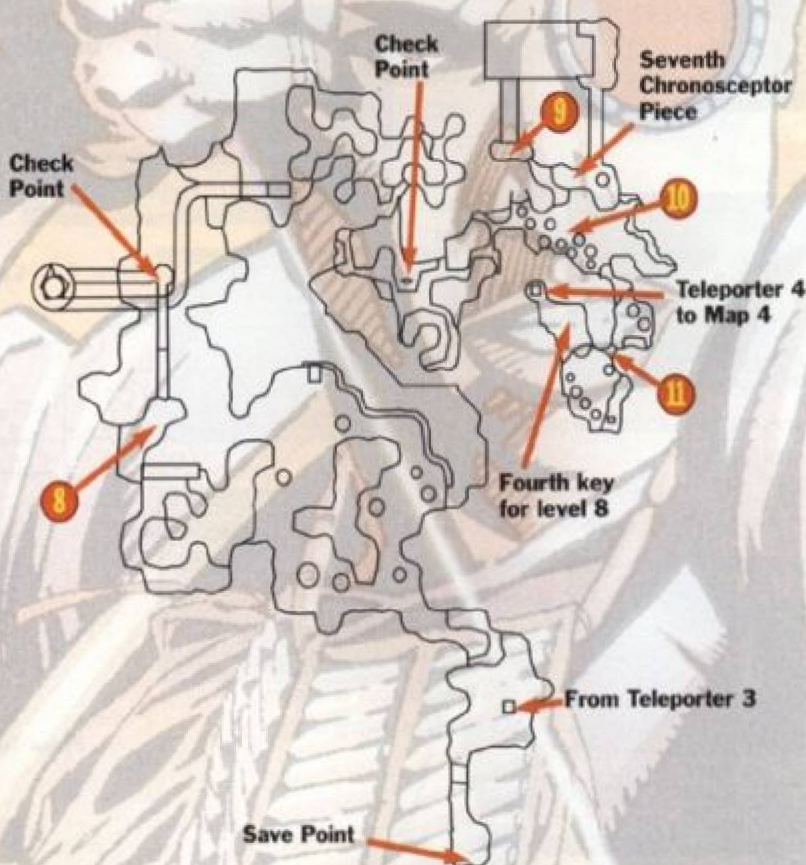


Kill all the alien enemies in this area to raise the pillars in the centre then use the pillars to jump up to the teleporter at the top.



You'll find two boxes of grenades and a useful backpack in this area here, but you'll have to kill the Killer Plant first.

Map three



Map two



Collect the Life Force points from the top of the pillars then use these vines to climb up and claim the alien weapon from the ledge; there are also Demons at the top that you'll need to take care of.



Stay close against the left wall as you walk around this corner to avoid the trap on the opposite wall, otherwise it'll cause you serious injury.

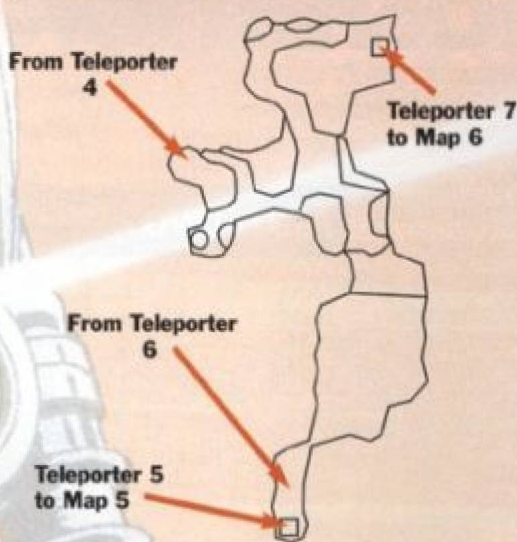


Jump down to this lower ledge and step on the floor switch to lower the pillar on the upper level then use the vines to climb back up, otherwise you'll have to use the floating platforms and jump across to the next teleporter.



Tread carefully along this ledge here as boulders will fall down from above. Walk slowly until all the boulders have fallen then continue around the corner to the High Priest.

Map four



You must destroy the High Priest here to lower the floating platforms that'll allow you access to the teleporter.



Follow the line of Life Force points down to the cave entrance below. Destroy the Killer Plant then enter the cave and head through the check point and onto the walkway.



Jump into this Java pool and swim down to the tunnel and into the next lava pool. Swim to the top of the second lava pool then enter the next tunnel, it'll take you to the ledge containing the seventh Chronoscepter piece.



Using the moving pillars, jump up to the ledge at the top then kill the High Priest to raise the next two pillars.



Destroy the High Priest to raise the next pillar then jump across to the floor switch, it'll raise the next set of pillars leading to the fourth key for level eight, the save point and the teleporter.



You must kill all the Subterranean creatures in this area to lower the steps to the north that'll allow you access to the next teleporter.



Step onto this floor switch then quickly run around to the left and into the shaft on the north wall before the block rises up. Follow the shaft to the walkway where you'll find the last key for level eight.

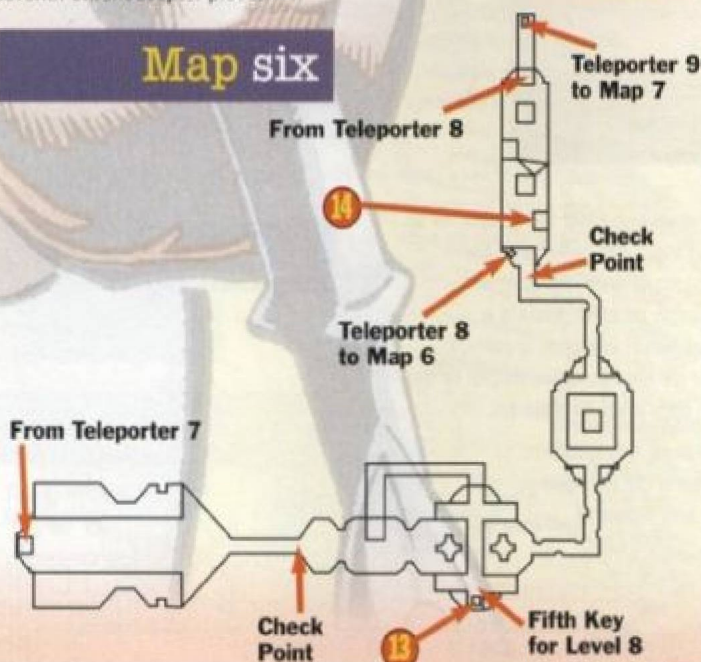


If you want to collect all the weapons from above these pillars, you'll have to use the teleporter to reach the other side then jump back across the pillars.



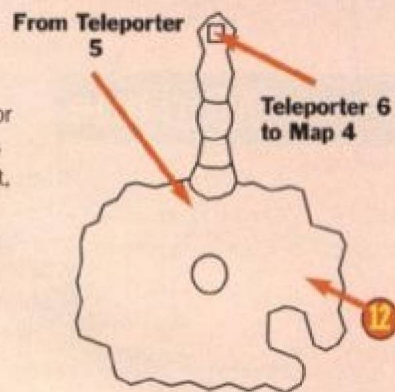
Destroy these two Demons blocking your path to create the bridge behind them. Once across the other side, step onto the floor switch to lower the block to the east, from this block you'll be able to jump across to the opposite ledge and grab the Life Force and health points.

Map six



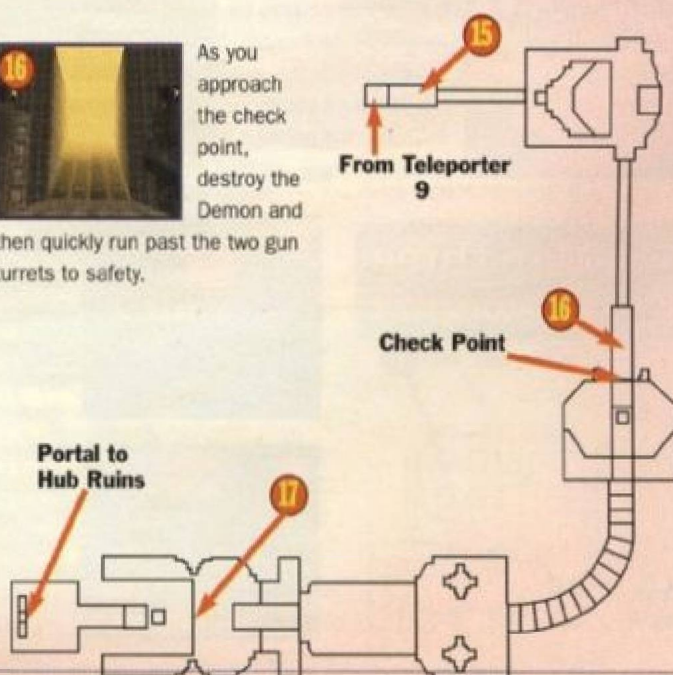
As you approach the check point, destroy the Demon and then quickly run past the two gun turrets to safety.

Map five



From this ledge here you'll need to jump down to the switch below. At the bottom, destroy the Cyborgs then step onto the switch to expose the end of level portal that'll take you back to the Hub Ruins.

Map seven



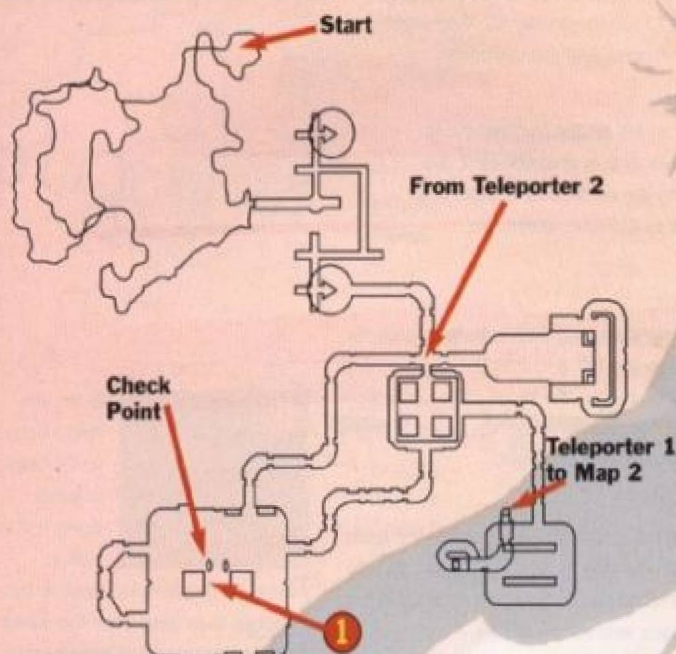
Level EIGHT

THE FINAL CONFRONTATION

Level EIGHT



Map one



Stand on the floor switch between the four pillars in the centre of the room to lower the ledges on either side of the room, now use the ledges to reach the health points.



Enter this chamber and destroy the two Pur-lins in the centre then jump across the lava to the floor switch. Step onto the switch to open the door leading to the east passage then quickly jump back across and enter into the passage before the door closes.

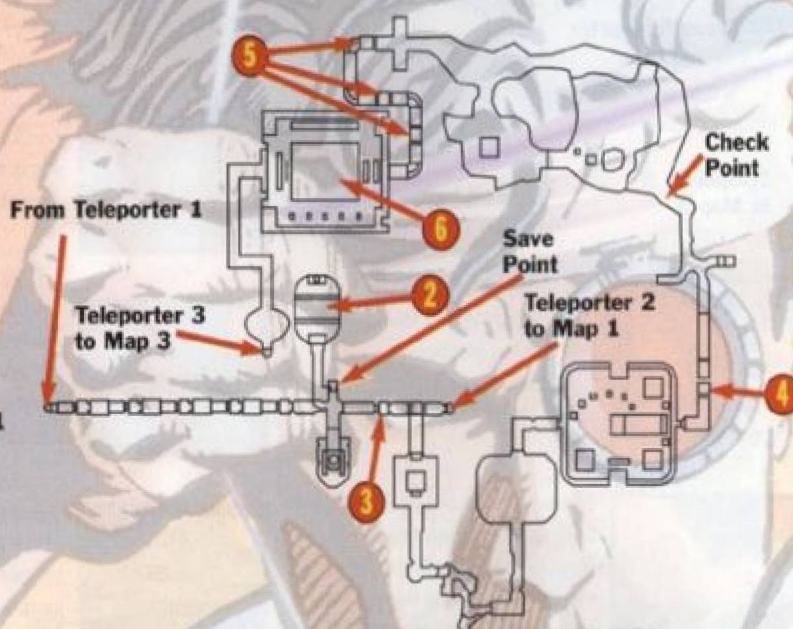


Jump across the pit and enter the teleporter to reach the top of the water chambers. Swim down to the bottom of each chamber and collect the weapons on offer, there's a minigun, a quad rocket launcher, a particle accelerator and an alien weapon. Return to the teleporter then drop down into the pit.



Tread carefully along this corridor, the trap in the floor will drop you down into a pool of scorching lava.

Map two

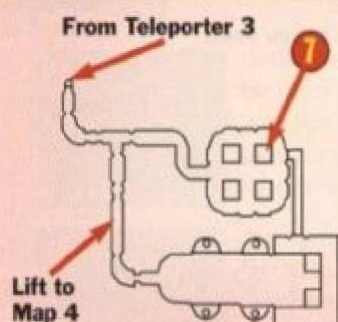


There are another two traps here with lava pools at the bottom. If you fell in you'll not get out alive.

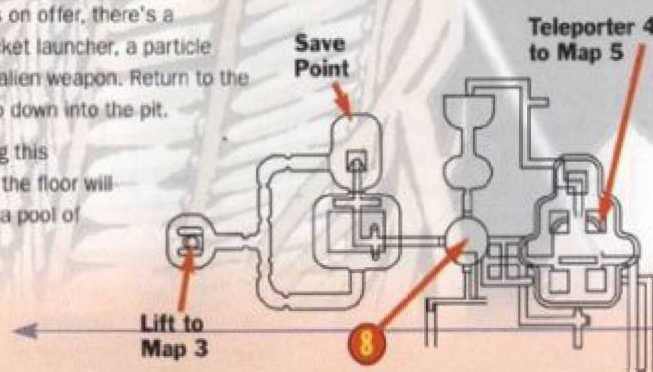


As you jump across to this centre platform you'll be greeted by two Pur-lins, you'll need to destroy both of them to lower the platform that'll allow you to jump to the next ledge.

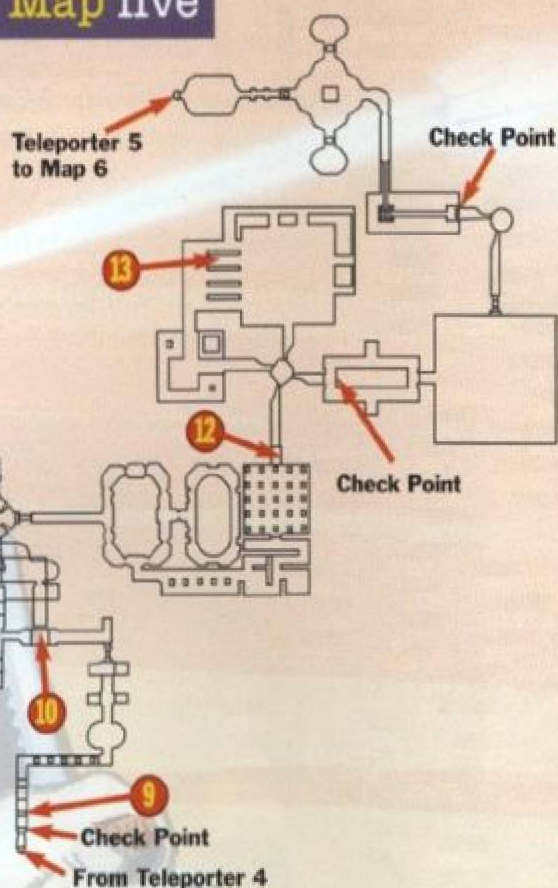
Map three



Map four



Map five



Using sideways jumps, jump onto this pillar then jump east through the false wall. Collect the Life Force and health points then use the lift to reach the lower level.



From this chamber, follow the passage north to the ledge. Walk around to the left of the ledge then jump down following the line of Life Force points to the lower platform and the teleporter.



Once across the other side of this trap, walk slowly along the passage to trigger the field of laser beams. As soon as the beams disappear, quickly run past them.

Map seven

Teleporter 6 to Map 8

Eighth Chronosceptor Piece

Save Point

15

Map six



Using the force lift, you must make your way up to the top of the shaft to reach the next passage.



Using the force lifts in this room, you must make your way up to the top of the shaft in the corner then into the passage.



There are more laser fields in these two passages that you'll need to avoid.



Destroy the Cyborg at the top of this ramp then climb up and jump through the false walls to the north, this'll take you to the high up ledge containing various purple Life Force points.



Start to attack the T-Rex with the Fusion Cannon then work your way through your weapons giving the T-Rex everything you have, continually circle the T-Rex while blasting him to avoid his vicious tail and hot breath. Search the walls and the alcove for ammo and shelter if required.



Collect the eighth Chronosceptor piece then use the save point before venturing along the passage to confront the Campaigner. As you head along the passage, there'll be an assortment of weapons to collect which is just as well because you're going to need them.

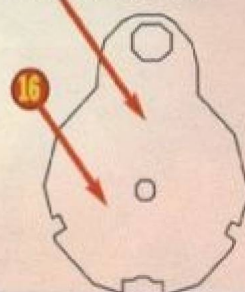


As soon as you come face to face with the Campaigner, use the Chronosceptor to start your attack. Once the Chronosceptor is exhausted, change to

the quad rocket launcher or the grenade launcher, if you try to use the fusion cannon the Campaigner will take it from you then laugh in your face. Remember to keep on the move all the time (as the Campaigner has the ability to warp around the arena) and continue pumping away at him until he falls.

Map eight

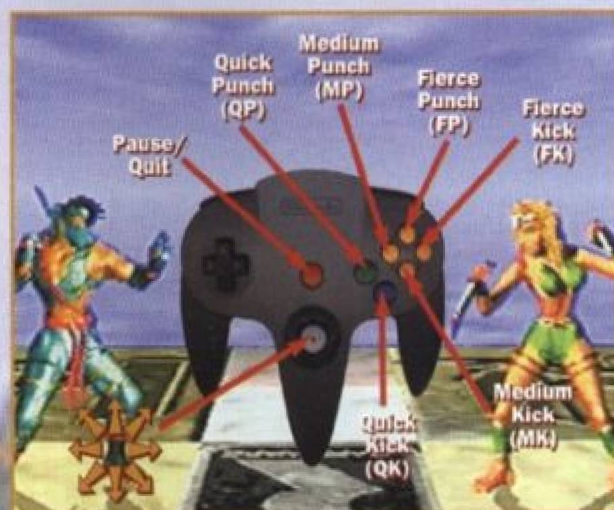
From Teleporter 6



KILLER INSTINCT GOLD

the controller

All of the following moves relate to the default controller setting as show.



Height:
Unknown
Weight:
Unknown
Age:
Unknown

GARGOS

You'll only be able to play as Gargos if you enter the special code as follows: On the character profile screen (demo), press Z, A, Right shoulder button, Z, A and B. If done correctly, you'll hear Gargos laugh and he'll now be selectable from the character select screen.

Special Moves

- Flame ↓ ↘ + QP
- Fly ↑ + FP (FK to land)
- Jumping Overhead Slam Jump, ↓ ↘ + FP
- Two Handed Strike ↘ ↙ ↓ ↘ + FK
- Air Fireball Jump, ↓ ↘ + FP
- Shoulder Dash ↘ ↙ ↘ ↙ + MK or FK
- Laugh ↘ ↙ ↘ ↙ + FP
- Uppercut ↘ , ↓ , ↓ ↘ + FP

Throws, Breakers and Counter Moves

- Throw → + FP
- Throw Reversal → + FK
- Combo Breaker ↓ ↘ + any Punch or Kick

- Air Double ↓ ↘ + any Punch
- Pressure Move ↘ + FK

Combos

Starters

1. Jump, ↓ ↘ + FP (Jumping Overhead Slam)
2. ↘ + FK (Claw Slash)
3. ↓ ↘ ↘ + MK or FK (Shoulder Dash)

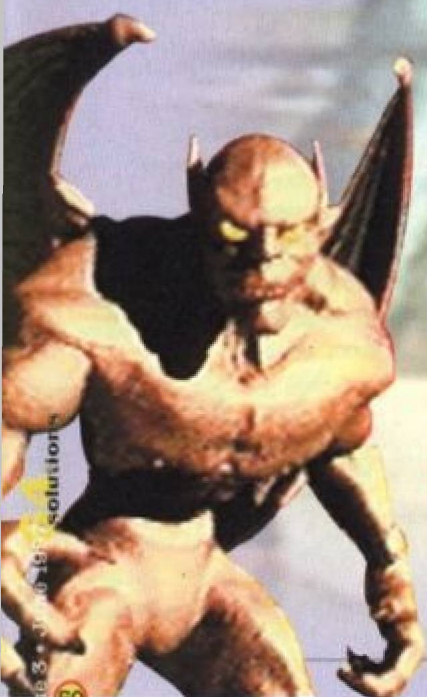
Finishers

The first four finishers are the same:

↘ , ↓ , ↘ + FP

The fifth, hidden finisher is:







↘ ↙ ↓ ↘ ↘ + FK



JAGO

Height:
5'9"
Weight:
190lbs
Age:
22



Special Moves

- Laser Blade  + MP or FP
Wind Kick  + any Kick
Ninja Slide  + any Kick
Endokuken  + any Punch
Fake Endokuken  + QK
Red Endokuken Hold FP,  + release FP
Tiger Fury  + any Punch

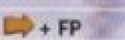
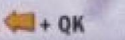


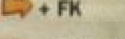
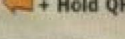
Super Moves

- Super Tiger Fury  + FP (6 Blocks)
Super Endokuken  + QP (4 Blocks)
Super Ninja Slide  + FK (3 Blocks)
Super Wind Kick  + MK (3 Blocks)
Shadow Move  + MK (3 Blocks)

Finishing Attacks

- Mini Ultra  + QK
Ultra  + QK
Ultimate  + FK
O-Combo Ultimate  + MP




Throws, Breakers and Counter Moves

- Throw  + FP
Throw Reversal  + QK
Combo Breaker  + any Punch or Kick
Ultra Breaker  + FP
Air Double  + any Kick
Pressure Move  + FK
Parry Move  + Hold QP







Combo Construction

Starters

1.  + MP or FP (Laser Blade)
2.  + MK (Windkick)
3.  + any Kick (Ninja Slide)

Linkers

1.  + MP (Laser Blade)
2.  + QK or MK (Ninja Slide)
3.  + MK (Super Windkick - 3 Blocks needed)
4.  + FK (Super Ninja Slide - 3 Blocks needed)




























Finishers

1. Windkick + FK
2. Laser Blade + FP
3. Tiger Fury + FP
4. Endokuken + FP
5.  + MP (Hidden)

























Height:
6'1"
Weight:
220lbs
Age:
26

T.J. COMBO








Special Moves

- Air Tremor.....Jump,     + MK
- TJ Tremor.....Charge,   + MK
- Spinfist.....Charge,   + QP
- Spinfist Hook.....Charge,   + QP
- Roller Coaster.....Charge,   + MP
- Double Roller Coaster.....Charge,   + MP
- Powerline.....Charge,   + FP
- Stop Powerline..... + FP
- Skull Crusher.....Charge,   + FK
- Cyclone.....Charge FP for 3 secs, release, FP
- Fake Dizzy.....Charge,     + QK, any button to stop
- Behind Back.....Charge,   + QK
- Backward Roll..... 















Super Moves

- Dash Frenzy.....     + FP (2-6 Blocks)
- Super Tremor.....    + MK (3 Blocks)
- Super Roller Coaster.....     + MP (3 Blocks)
- Super Spinfist.....     + QP (3 Blocks)
- Shadow Move.....     + MP (3 Blocks)

Finishing Attacks

- Mini Ultra.....Charge,   + FK
- Ultra Charge.....  + FP
- Ultimate.....Hold QK doe 2 seconds, release
- O-Combo Ultimate.....Charge,     + FK









Throws, Breakers and Counter Moves

- Throw..... + MP
- Throw Reversal..... + MP
- Combo Breaker.....  + any Punch/Kick
- Ultra Breaker.....     + FP
- Air Double.....  + any Kick
- Pressure Move..... + FK
- Counter Dizzy..... + QP, Powerline + FP
- Parry Move..... + hold QP

















Combo Construction



Starters

1. Spinfist.....Charge   + QP
2. Roller Coaster.....Charge   + MP
3. Skull Crusher.....Charge   + FK
4. TJ Tremor.....Charge   + MK

Linkers

1. Roller Coaster.....Charge   + MP
2. Spinfist/Hook.....Charge   + QP
3. Super Roller Coaster...     + MP
(3 Blocks needed)
4. Super Spinfist.....     + QP
(3 Blocks needed)

Finishers

1. Spinfist + QP
2. Behind the Back + QK
3. Powerline + FP
4. T.J. Tremor + MK
5. Charge   + FK (Hidden)

spinal

SPINAL

Height:
5'5"
Weight:
110lbs
Age:
651

Special Moves

- Skele Skewer..... ↓ ↘ + MP
Flame Blade..... ↓ ↘ + FP
Skull Scrape..... ↓ + FK
Skull Spear..... Jump, ↓ + FK
Soul Drain..... ↓ ↘ + QP
Skull Dash..... Tap ↘, ↙ or ↖, ↗
Skeleport..... ↓ ↘ + any Kick
Power Devour..... ↖ + hold QP
Searing Skull..... ↓ ↘ + any Kick

Super Moves

- All Skull Summon..... ↓ ↘ + FP (6 Blocks)
Super Searing Skull..... ↓, ↘, ↖, ↗, ↓, ↘ + FK (6 Blocks)
Stunning Skull..... ↓, ↘, ↖, ↗, ↓, ↘ + MK (4 Blocks)
Super Grim Reaper..... ↓, ↘, ↖, ↗, ↓, ↘ + FP (4 Blocks)
Super Skull Scrape..... ↓ ↘, ↖ + FK (3 Blocks)
Super Flame Blade..... ↓ ↘, ↖ + MP (3 Blocks)
One Skull Summon..... ↓ ↘ + MP (1 Block)

Finishing Attacks

- Mini Ultra..... ↓ ↘ + FP
Ultra..... ↓ ↘ + FP
Ultimate..... ↓, ↘ + QK
O-Combo Ultimate..... ↓ ↘, ↖, ↗, ↓, ↘ + QP

Throws, Breakers and Counter Moves

- Throw..... FP + FK
Throw Reversal..... ↖ + FK
Combo Breaker..... ↓ ↘ + any Punch or Kick
Ultra Breaker..... ↓, ↘, ↖, ↗, ↓, ↘ + FK
Air Double..... In the air, ↓ + any Kick



Combo Construction

Starters

1. ↓ ↘ + MP (Skele Skewer)
2. ↓ ↘ + FP (Flameblade)
3. ↓ + FK (Skull Scrape)

Linkers

1. ↓ ↘ + MP (SkeleSkewer)
2. ↓ ↘ + FP (Flameblade)
3. ↓ ↘, ↖ + FK (Super Skull Scrape - 3 Blocks needed)
4. ↓ ↘, ↖ + MP (Super Flameblade - 3 Blocks needed)

Finishers

1. Reverse SkeleSkewer + MP
2. Skeleport + FK
3. Skeleport + MK
4. Skeleport + QK
5. ↓ ↘ + QP (Hidden)

TUSK

Height:
6'11"
Weight:
380lbs
Age:
31

Special Moves

- Boot Kick..... ↘, ↓, ↙ + any Kick
Web of Death..... ↘, ↓, ↙ + FP
Skull Splitter..... ↘, ↓, ↙ + FK
Fake Skull Splitter..... ↘, ↓, ↙ + QK
Back Stab..... ↘, ↓, ↙ + QP
The Conqueror..... ↘, ↓, ↙ + any Punch
Spinning High-Low Attack... ↘ + FP

Super Moves

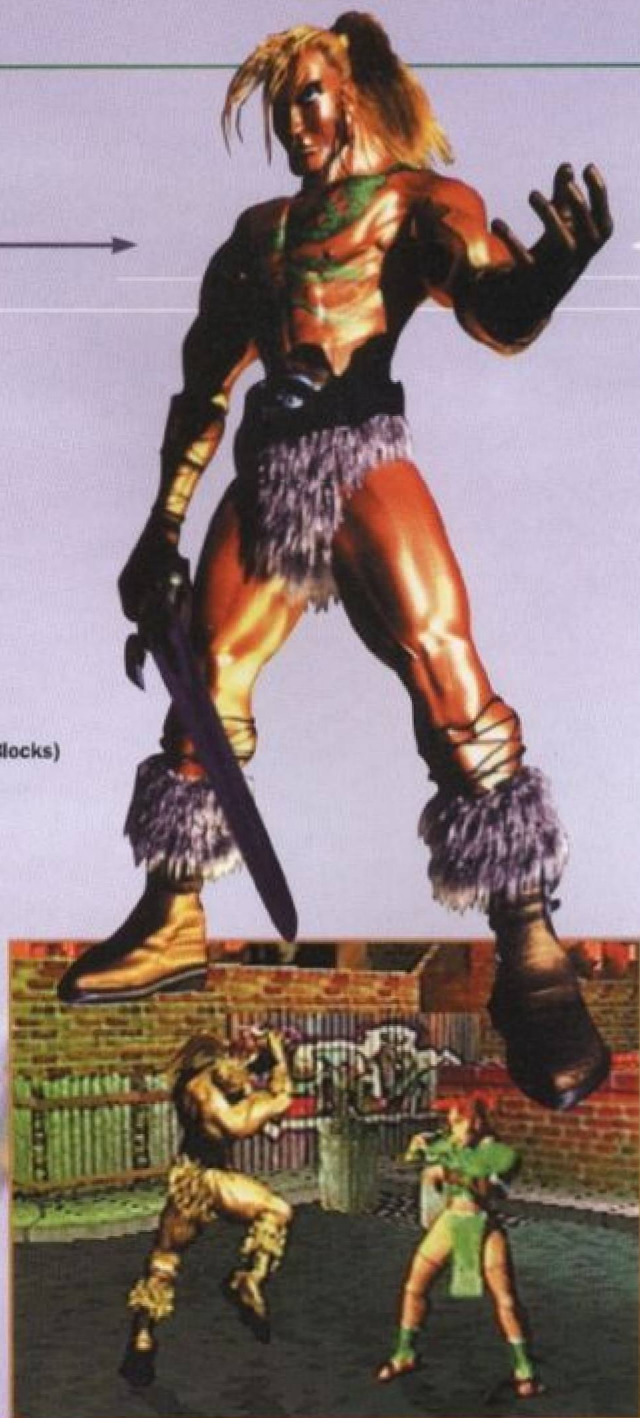
- Super Conqueror..... ↘, ↙, ↘, ↙, ↘, ↙, ↘, ↙ + FP (6 Blocks)
Pillar of Flames..... ↘, ↓, ↙, ↘ + QK (4 Blocks)
Super Boot Kick..... ↘, ↓, ↙, ↘ + MK (3 Blocks)
Super Web of Death..... ↘, ↙, ↘, ↙ + FP (3 Blocks)
Shadow Move..... ↘, ↓, ↙, ↘ + FK (3 Blocks)

Finishing Attacks

- Mini Ultra..... ↘, ↙, ↘, ↙ + MP
Ultra..... ↘, ↙, ↘, ↙ + MP
Ultimate..... ↘, ↓, ↙ + MK
O-Combo Ultimate..... ↘, ↙, ↘, ↙, ↘, ↙ + MP

Throws, Breakers and Counter Moves

- Throw..... ↘ + FK
Throw Reversal..... ↙ + FK
Combo Breaker..... ↘, ↓, ↙ + any Punch or Kick
Ultra Breaker..... ↘, ↙, ↘, ↙, ↘, ↙ + FP
Air Double..... ↘, ↓, ↙ + any Kick
Pressure Move..... ↘ + FP
Parry Move..... ↘ + Hold QP



Combo Construction

Starters

1. ↘, ↓, ↙ + any Kick (Boot Kick)
2. ↘, ↙, ↘ + QP (Back Stab)
3. ↘, ↓, ↙ + FK (Skull Splitter)
4. ↘, ↓, ↙ + FP (Web of Death)

Linkers

1. ↘, ↓, ↙, ↘ + FK (Super Boot Kick - 3 Blocks needed)
2. ↘, ↓, ↙ + FP (Web of Death)
3. ↘, ↓, ↙ + QK or MK (Boot Kick)

Finishers

1. Back Stab + QP
2. Conqueror + FP
3. Skull Splitter + FK
4. Boot Kick + FP
5. ↘, ↓, ↙ + QP (Hidden)

GLACIUS

Glacius

Height:
Variable
Weight:
Variable
Age:
Unknown

Special Moves

- Cold Shoulder ↓ ↘ → + MP
- Liquidise ↓ ↘ → + QK
- Liquidise in Air ↓ ↘ → + any Kick
- Liquidise Uppercut ↓ ↘ → + MK or FK
- Icy Grip ↓ ↘ → + QP
- Arctic Blast ↓ ↘ ← + ANY Punch
- Ice Lance ↓ ↘ → + FP
- Energy Gain ↓ ↘ → + QK

Super Moves

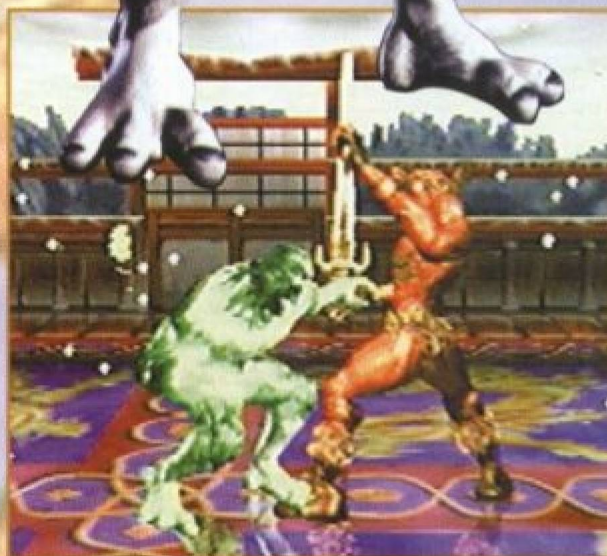
- Arctic Siam ↘, ↓, ↘, ← + QP (6 Blocks)
- Super Arctic Blast ↘ ↘ ↘ ↘ ↘ + FP (4 Blocks)
- Super Cold Shoulder ↘, ↓, ↘, ← + MP (3 Blocks)
- Super Liquidise and Uppercut ↘ ↘ ↘ ↘ ↘ + FK (3 Blocks)
- Super Uppercut ↘, ↓, ↘, ← + FK (3 Blocks)

Finishing Attacks

- Mini Ultra ↓ ↘ ← + QK
- Ultra ↓ ↘ → + QK
- Ultimate ↘ ↘ ↘ ↘ ↘ ↘ + MK
- O-Combo Ultimate ↓, ←, ↘ + QK

Throws, Breakers and Counter Moves

- Throw → + FP
- Throw Reversal ← + FP
- Combo Breaker ↓ ↘ → + any Punch or Kick
- Ultra Breaker ← ↘ ↘ ↘ ↘ ↘ + QP
- Air Double ↓ ↘ → + any Kick
- Pressure Move → + FK
- Parry Move ← + hold QP



Combo Construction

Starters

1. ↓ ↘ → + QP (Icy Grip)
2. ↓ ↘ → + MK (Liquidise and Uppercut)
3. ↓ ↘ → + MP (Cold Shoulder)
4. → + FK (Pressure Move)

Linkers

1. ↓ ↘ → + MK (Liquidise and Uppercut)
2. ↓ ↘ → + MP (Cold Shoulder)

Finishers

1. Icy Grip + QP
2. Liquidise + FK
3. Ice Lance + FP
4. Arctic Blast + FP
5. DIF + QK (Hidden)



FULGORE

Height:
6'5"
Weight:
560lbs
Age:
Unknown

Special Moves

- Cyber Dash + MK or FK
- Electro Flect + hold QK
- Plasma Slice + any Punch
- Laser Storm + any Punch
- Fake Laser Storm + QP
- Eye Laser + MK or FP
- Spinning Slice + FK
- Triple Laser Storm + QP

Super Moves

- Super Electro Flect + QK (3 Blocks)
- Super Cyber Dash + FK (3 Blocks)
- Lock On + QK (1 Block)
- Plasmaport + any Punch/Kick (1 Block)
- Air Eye Laser + FP (1 Block)
- Inviso + FK (Any number of Blocks)

Finishing Attacks

- Mini Ultra + QP
- Ultra Combo + QK
- Ultimate + MK
- O-Combo Ultimate + MP

Throws, Breakers and Counter Moves

- Combo Breaker + any Punch or Kick
- Ultra Breaker + FP
- Air Double + any Punch
- Pressure Move + FP
- Counter Dizzy + QP, Uppercut + QP
- Parry Move + hold QP



Combo Construction

Starters

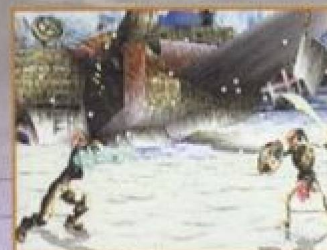
1. + MK (Cyber Dash)
2. + MP (Eye Laser)

Linkers

1. + MP (Eye Laser)
2. + MK (Cyber Dash)
3. + QK (Super Electro Flect - 3 Blocks needed)
4. + FK (Super Cyber Dash - 3 Blocks needed)

Finishers

1. Cyber Dash + FK
2. Eye Laser + FP
3. Laser Storm + MP
4. Plasma Slice + FP
5. + QP (Hidden)



kim-wu

Kim-Wu

Height:
5'4"
Weight:
130lbs
Age:
17

Special Moves

- Tornado Kick ↓, ↓, ↘ + any Kick
Fire Cracker ↓, ↓, ↘ + MP or FP
Split Kick ↓, ↓, ↘ + FK
Fake Split Kick ↓, ↓, ↘ + MK
Fire Flower ↓, ↘, ↘ + QP
Air Fire ↓, ↘, ↘ + any Punch
Air Torpedo Jump, ↓, ↘, ↘ + any Punch
Roll Tap →, →
Double Arc Kick →, →

Super Moves

- Snap Dragon ↓, ↘, ↘, ↘, ↘ + FP (6 Blocks)
Super Air Tornado Jump, ↓, ↘, ↘, ↘ + MP (Firecracker)
Shadow Move ↓, ↓, ↘, ↘, ↘ + FK (3 Blocks)
Super Fire Cracker ↓, ↓, ↘, ↘, ↘ + FP (6 Blocks)
Super Tornado ↓, ↓, ↘, ↘, ↘ + FK

Finishing Attacks

- Mini Ultra ↓, ↓, ↘ + QK
Ultra ↓, ↓, ↘ + QK
Ultimate ↘, ↘, ↓, ↘, ↘ + QK
O-Combo Ultimate ↘, ↘, ↘, ↘, ↓, ↘ + QK

Throws, Breakers and Counter Moves

- Throw → + FP
Throw Reversal ← + FP
Combo Breaker →, ↓, ↘ + any Punch or Kick
Ultra Breaker ↓, ↘, ↘, ↘, ↘ + FP
Air Double ↓, ↘, ↘ + any Punch
Pressure Move → + FK
Parry Move ← + hold QP



Combo Construction

Starters

1. ↓, ↓, ↘ + FP (Firecracker)
2. ↓, ↓, ↘ + any Kick (Tornado Kick)
3. ↓, ↓, ↘ + FK (Split Kick)

Linkers

1. ↓, ↓, ↘ + QK or MK (Tornado Kick)
2. ↓, ↓, ↘ + MP (Firecracker)
3. ↓, ↓, ↘, ↘ + FK (Super Tornado - 3 Blocks needed)
4. ↓, ↓, ↘, ↘ + FK (Super Firecracker - 3 Blocks needed)

Finishers

1. Fireflower + QP
2. Firecracker + FP
3. Tornado Kick + FK
4. Split Kick + FK
5. ↓, ↓, ↘ + MK (Hidden)

Height:
5'11"
Weight:
400lbs
Age:
46

SABREWULF

Sabrewulf

Special Moves

- Sabre Wheel + MP
- Sabre Spin #1 + MK
- Sabre Spin #2 + MK
- Sabre Pounce + FP
- Sabre Flip + FK
- Sabre Howl + QP
- Fake Sabre Howl + QK
- Sabre Hop Tap or
- Double Spin + MP

Super Moves

- Super Sabre Flip + FK (6 Blocks)
- Sabre Stomp Jump, + FP (4 Blocks)
- Sabre Fireball + FP (4 Blocks)
- Super Sabre Wheel + MK (3 Blocks)
- Super Sabre Spin + MP (3 Blocks)

Finishing Attacks

- Mini Ultra + QK
- Ultra + QK
- Ultimate Hold FK for two seconds, release
- O-Combo Ultimate Hold QP for two seconds, release

Throws, Breakers and Counter Moves

- Combo Breaker + any Punch or Kick
- Ultra Breaker + FK
- Air Double + any Punch
- Pressure Move + FK
- Parry Move + hold QP



Combo Construction

Starters

1. + MP (Sabre Wheel)
2. + MK (Sabre Spin #1)
3. + FP (Sabre Pounce)
4. + MK (Sabre Spin #2)

Linkers

1. + MP (Sabre Wheel)
2. + MK (Sabre Spin #2)
3. + MK (Super Sabre Spin - 3 Blocks needed)
4. + MP (Super Sabre Wheel - 3 Blocks needed)

Finishers

1. Sabre Spin + MK
2. Sabre Flip + FK
3. Sabre Pounce + FP
4. Sabre Howl + QP
5. + QK (Hidden)

B. ORCHID

B. Orchid

Height:
5'7"
Weight:
120lbs
Age:
24

Special Moves

- Flik Flak ↓, ↓, ↓ + any Kick
Ichi ↓, ↓, ↓ + MP
Tiger Slide ↓, ↓, ↓ + any Kick
Tonfa Fire ↓, ↓, ↓ + any Punch
Fake Tonfa Fire ↓, ↓, ↓ + QK
San ↓, ↓, ↓ + FP
Air Buster ↓, ↓, ↓ + any Kick

Super Moves

- Super Flak ↓, ↓, ↓, ↓, ↓, ↓ + FK (6 Blocks)
Super Ichi ↓, ↓, ↓, ↓ + FP (3 Blocks)
Fire Cat ↓, ↓, ↓, ↓ + MK (3 Blocks)

Finishing Attacks

- Mini Ultra ↓, ↓, ↓ + FP
Ultra ↓, ↓, ↓ + FP
Ultimate ↓, ↓, ↓, ↓, ↓, ↓ + FP
O-Combo Ultimate ↓, ↓, ↓ + MK

Throws, Breakers and Counter Moves

- Throw ↓ + FP
Throw Reversal ↓ + FP
Combo Breaker ↓, ↓, ↓ + any Punch or Kick
Ultra Breaker ↓, ↓, ↓, ↓, ↓, ↓ + FK
Air Double ↓, ↓, ↓ + any Kick
Pressure Move ↓ + FK
Parry Move ↓ + hold QP



Combo Construction

Starters

1. ↓, ↓, ↓ + any Kick (Flik Flak)
2. ↓, ↓, ↓ + MP
3. ↓, ↓, ↓ + any Kick

Linkers

1. ↓, ↓, ↓ + QK or MK (Flik Flak)
2. ↓, ↓, ↓ + MK (Tiger Slide)
3. ↓, ↓, ↓, ↓ + FP (Super Ichi - 3 Blocks needed)
4. ↓, ↓, ↓, ↓ + MK (Fire Cat - 3 Blocks needed)

Finishers

1. Air Buster + FK
2. Flik Flak + FK
3. San + FP
4. Tiger Slide + QK
5. ↓, ↓, ↓ + QP (Hidden)

MAYA Maya

Height:
5'10"
Weight:
140lbs
Age:
23

Special Moves

- Mantis + FP
Air Mantis + FP
Savage Blades + MP
Flip Kick + MK
Jungle Leap + FK
Savage Leap + QK
Cobra Bite + QP

Super Moves

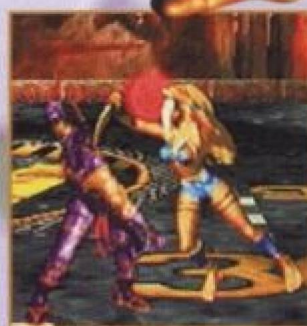
- Super Jungle Leap + FK (6 Blocks)
Super Flip Kick + MK (3 Blocks)
Super Savage Blades + MP (3 Blocks)
Shadow Move + FP (3 Blocks)

Finishing Attacks

- Mini Ultra + FP
Ultra + FK
Ultimate + QK
O-Combo Ultimate + QP

Throws, Breakers and Counter Moves

- Throw + FP
Throw Reversal + FP
Combo Breaker + any Punch or Kick
Ultra Breaker + FK
Air Double + any Kick
Pressure Move + FK
Parry Move + hold QP



Combo Construction

Starters

1. + MP (Savage Blades)
2. + FP (Mantis)
3. + MK (Flip Kick)
4. + FK (Jungle Leap)
5. + QK (Savage Leap)

Linkers

1. + MK (Flip Kick)
2. + MP (Savage Blades)
3. + MK (Super Flip Kick - 3 Blocks needed)
4. + MP (Super Savage Blades - 3 Blocks needed)

Finishers

1. Cobra Bite + QP
2. Mantis + FP
3. Jungle Leap + FK
4. Savage Leap + QK
5. + QP (Hidden)

BLAST CORPS

Blast Corps is a dozer of a game that has many destructive levels for you to engage in and enjoy, but if you want to be successful you're going to need all the help you can get, that's why we've been called in!

Level:
Main (Easy)
Radars:
None

SIMIAN ACRES

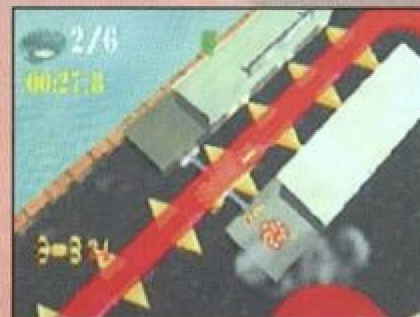
Follow the path into town and across the train tracks, destroying the signals. Head directly for the first building indicated by the green arrows then continue through the town, levelling the remaining buildings that are blocking the carrier's path. make sure you completely destroy a building before moving onto the next one. Once the path has been cleared, begin to level the rest of the buildings but keep a safe distance from the carrier, a collision with it will result in devastation. Once all the buildings have been flattened and all survivors freed, continue to drive around town until you've found all the RDU's.



Level:
Main (Easy)
Radars:
None

SIDESWIPE

Follow the red line between the buildings whilst using Sideswipe's rams to flatten them, if you miss any buildings, reverse up and finish the job. When you start this level you'll only be able to use the rams twenty times, collecting the blue crates will allow you another ten hits.



Level:
Bonus
Radars:
None

J-BOMB

Using your shadow to gauge your position and height, fly above the nearest building then somersault down onto it to send it crashing to the ground. Using this method, continue to move from one building to the next until there's nothing left standing.



BACKLASH

Level:

Bonus

Radars:

None

Following the first red arrow, slide Backlash sideways into the small building. If done correctly you should be able to flatten it in one hit. Now use the small rocks on either side of the second building to bounce Backlash into it, this will cause extensive damage. Finally, head over to the third building and follow the arrow for maximum impact.



BLACKRIDGE WORKS

Level:

Main (Easy)

Radars:

Two

Quickly get in front of the carrier then head straight for the first building, blocking its path and get destructive. Once the Carrier is safe, demolish the remaining buildings, this will also free any trapped survivors. Find all the RDU's then find and activate the two radars. The first one is located next to the field of RDU's, the second is on the opposite side of town near the start area.



JADE PLATEAU

Level:

Bonus

Radars:

None

There's a shortcut on the right hand side, just after the first bridge that you can use to shave seconds off your lap time, and if you're using the Randozer or any other demolishing vehicle you can create a another short cut just after the second bridge. Simply turn off the path and smash into the first building, then drive around the silos and make a path through to the finish line.



SALVAGE WHARF

Level:

Bonus

Radars:

None

As soon as you start, head straight for the nearest stack of crates and begin a trail of destruction, if you selected the Ballista you'll need to collect the missiles from the crates on the grass. Using the bulldozer is probably the best option, it can destroy a line of double crates in a single run.



THUNDERFIST

Level:

Bonus

Radars:

None

Using Thunderfist, roll directly into the pile of crates then continue into the small building. Destroy all the crates on the concrete floor then roll up the hill and demolish the castle. All small wooden crates must be destroyed to complete this level.



CARRICK POINT

Level:
Main (Easy)
Radars:
Two

Wait for the carrier to



pass by then drive around the dock to the car park near the castle and stop. Climb into Thunderfist then head directly to the buildings, blocking the carrier's path and flatten them, use the radar's arrow to guide you. Use Thunderfist to clear the carrier's path and to demolish the remaining buildings then head across the suspension bridge to the Ballista, you'll need to use its missiles to destroy the ship. Explore the area to find all the RDU's then destroy the castle to expose and activate the first radar, the second radar is located between the wooden bridges.

Level:
Bonus
Radars:
None

KIPLING PLANT

Collect the first crate of missiles then blast away at the oil drum but don't be too generous with the missiles. Once destroyed, ride over it and around to the right to the second missile crate and oil drum. Destroy it then continue to work your way back up the main road to the four remaining drums on either side.



Level:
Bonus
Radars:
None

SLEEK STREETS

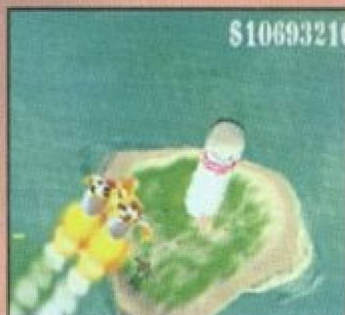
As soon as you leave the start line, turn left and head down into the sewer channel, stay in the centre to avoid the bridge pillars. When you come out of the channel, you'll have a choice of routes to choose from. You can either follow the road, ideal for the cars, you can plough straight through the buildings with one of the heavier vehicles or you can cut across the grass using Skyfall or Ballista. If you're racing with one of the destructive vehicles, use it to reduce your lap times by removing the buildings on the corner.



Level:
Main (Easy)
Radars:
Two

HAVOC DISTRICT

Head across the bridge and over the hill to J-Bomb, climb in then begin the task of clearing a path for the carrier. Once cleared, flatten all other buildings, including the small crates next to the bridge, the four beacons at the top of the bridge pillars and the ball below the bridge. Next, fly out to sea and destroy the line of balls then locate the lighthouse and lower it to the ground, activate the RDU's at the base of the lighthouse island then head over to the Blast Corps rig. From the rig, fly up onto the cliff then look for the secret shaft that leads to the car. Once you have the Racecar, drive it along the shaft activating the RDU's, be sure to activate all of them before exiting. Now make your way back across the bridge to the Ballista, you'll need to use its missiles to sink the ship. The first radar is on this level located on an island near the lighthouse, the second is high up on the ledge to the right of the Blast Corps rig, you'll need J-Bomb to activate them both.



SKYFALL

Level:

Bonus

Radars:

None

With the aid of Skyfall's thruster, you must launch yourself from the top of the slopes down onto the oil drums. Aim Skyfall in between the drums for maximum carnage.



TWILIGHT FOUNDRY

Level:

Bonus

Radars:

None

You'll need to practice this one a few times to plan out your route. Using the Ramdozer is probably the best choice, it may not be that quick but it's easy to control and it won't slow down for buildings.



COOTER CREEK

Level:

Bonus

Radars:

One

Cutting across the grass on both sides of the water will greatly improve your lap times. Once you've completed this level, re-enter and begin the race. This time, follow the track through the barrier and up to the hut, there's a radar hidden inside.



SKERRIES

Level:

Bonus

Radars:

None

The Racecar is best suited to this track as there are no buildings or obstacles blocking your path. Use the secret shortcut in the rock face just after the second bridge (it'll take you to the start / finish line) to improve lap times and save wear on your tyres.



ARGENT TOWERS

Level:

Main (Easy)

Radars: Two

Scientist #1

Once you've lowered the first two buildings to the ground use the rock to bounce Backlash into the third and fourth building, try to keep off the grass as it'll slow you down and stop Backlash from sliding. Clear the rest of the path for the carrier then flatten all the buildings in sight. Find all the RDU's and activate the radar near the start area then drive over to the stone block on the main road to the left of the path. Use Backlash to slide it along the road and unblock the footpath then climb out of the truck and walk down to the Ramdozer. Use the Ramdozer to push the TNT crate in front of the door then wait for it to explode. Walk through the door then climb into the train and ride to the end of the line where the Ballista is waiting. Using the Ballista, locate the second door in the sunken level on the opposite side of town then use the missiles to blast it open. Walk down the slope and through the doorway into the tunnel, it'll take you to J-Bomb. Use J-Bomb to destroy the buildings that Backlash couldn't touch and the beacon then activate the second radar located on the shallow roof. Once the level has been completed, it's time to find the first scientist. Return to the Ramdozer then walk through the doorway into the train tunnel, walk along the tunnel until you find another tunnel that leads to the Police Car in the maze. Drive the car around to the far corner of the maze where the scientist is shackled up. Return back through the tunnel and to the Blast Corps rig to exit the level.



Level:

Bonus

Radars:

None

ORION PLAZZA

Use the Ramdozer to shove the TNT crates into each pocket to destroy the cues. Only touch one TNT crate at a time, if you activate them as soon as you start they'll explode before you get a chance to destroy all six cues.



Level:

Bonus

Radars:

None

MARINE QUARTER

Use one of the Racecars to complete this level and receive a gold commendation. When racing, take the corners wide and smooth, if you're really gentle you'll be able to take the corners flat out without skidding and losing control.



Level:

Main
(Medium)

Radars:

One

BEETON TRACKS

Ride the train to the station then climb out and follow the line of RDU's over the footbridge. Climb into the Ramdozer and use it to flatten the small buildings, then drive the Ramdozer onto the Platform Crane and climb out. Use the controls at the base of the crane to lift the Ramdozer up and place it on the other side of the train track, now walk back across the footbridge and climb in the Ramdozer. Use the Ramdozer to push the TNT crate into the station terminal, this will demolish it and clear the path for the carrier. Once the carrier is safe, crush the chevron below the footbridge then drive along the track to the Police Car and donut stand. Destroy the stand then climb in the Police Car and go in search of the RDU's. Follow the train tracks back past the start area where you'll find a few RDU's and a radar.



Level:

Bonus

Radars:

None

SILVER JUNCTION

Using Thunderfist, roll into the crates in front of you then turn around and work your way backwards to the next stack of crates. Use the robot's roll to move around, it's quicker than walking and will smash anything that gets in the way.



TEMPEST CITY

Level:
Main
(Medium)
Radars: One
Scientist #2

While clearing the path for the carrier, collect as many of the missile crates as possible, you'll rely on them when you get closer to the Blast Corps rig. Once the path has been cleared, destroy all buildings in sight, free all survivors and find all the RDU's. To reach the radar, the scientist and the remaining buildings, blast away the centre wall of the large building on the outskirts of town to create a ramp up to the top. On the roof, activate the radar, destroy the crates to expose the second scientist. You must destroy all crates to complete the level.



GLANDERS RANCH

Level:
Bonus
Radars:
None

You're going to need to use one of the Racecars if you want to get a gold commendation on this level. Use the obvious shortcut indicated by the arrow on the track to shave a few more seconds off your lap times.



SHUTTLE GULLY

Level:
Main
(Medium)
Radars: One

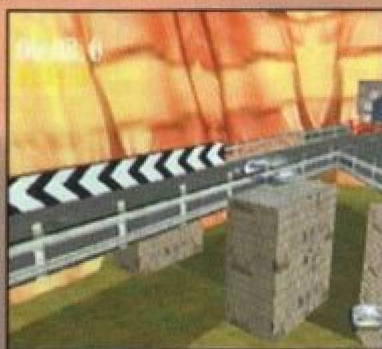
Use the rocks, trench and wall to help you smash a path through the buildings. Check the indicator arrows to locate your next target, otherwise you may waste time destroying a secondary target. Once the carrier's path is clear, find all the RDU'S, there's a group of them on the bank to the left of the Blast Corps rig, then activate the radar below the bridge. There are some balls on the top of the bank to the right of the town that you'll need to destroy to complete the level, use the pits to jump the buggy up and smash them.



COBALT QUARRY

Level:
Bonus
Radars:
None

Either of the Racecars are ideal for this level, but it'll not be easy. Don't brake for the hairpin or any of the other bends for that matter and keep as close to the inside line as possible, it does make a difference to your lap times.



OUTLAND FARM

Level:
Main
(Medium)
Radars: Two

Follow the trench

around and into town then head straight for the first building in the carrier's path and begin sliding. Clear a small space in the yard and use it for a run up if

necessary. As you approach

the Blast Corps rig, avoid driving on the grass, it'll slow you down and stop Backlash sliding. When the carrier is safe, destroy the remaining buildings and free the survivors then head back along the road to the first radar and activate it. From the tree stump, follow the grassy path around to the second radar, once activated collect all the RDU's.



GEODE SQUARE

Level:
Bonus
Radars:
One

You'll have to destroy all the balls within 30 seconds if you want to receive a gold commendation here.

Concentrating on one ball at a time, work your way around smashing into all of them. Once you've completed the level, re-enter then fly over to the hut and smash it open to activate the radar inside. Remember to use your shadow to gauge your height and position.



LIZARD ISLAND

Level:
Bonus
Radars:
One

From the start, follow

the road towards the sea and the first raft. Carefully float down above the centre of the raft then wait for the right moment to somersault down onto it. Continue around the island destroying the rafts and

balls whilst avoiding the water and lava. Don't try somersaulting down onto the balls in the volcanos, you'll get burnt. Once you've completed the level, re-enter and activate the radar, it's located on the other side of the mountain.



SALINE WATCH

Level:
Bonus
Radars:
One

Carefully fly from pillar to pillar, destroying the beacons on top of each one without hitting the water.

Remember to use your shadow and to adjust your views for a better perspective. When you've completed the level, re-enter and fly across the water to the opposite platform and the radar.



DAGGER PASS

Level:

Bonus

Radars:

One

Fly over to the first raft then float down between the hole and hover just above the water, when the raft floats past you'll be able to smash the top of it off. Repeat this to destroy all the rafts. The last raft is located on the top of the cliff above the castle. Once you've completed the level, re-enter and demolish the castle to expose the radar.



MAGMA PEAK

Level:

Bonus

Radars:

None

From the start, blast your way up to the top of the volcano then carefully fly over to the tallest pillar and float down onto the beacon. Destroy the beacon on the next pillar then slowly make your way down to the bottom of the volcano destroying the beacons and balls as you go. At the bottom, destroy the ball in the centre then float above the rafts to smash the tips off. Remember not to touch the lava and to leave enough height for your thrusters to recharge. When the level has been completed, re-enter and activate the radar, it's outside the volcano at the base.



BABOON CATACOMB

Level:

Bonus

Radars:

One

As you make your way around the maze activating the RDU's, try to keep moving in one direction, this'll keep the nasty bulldozers behind you reducing your chances of a fatal confrontation. Using a long distance view will help you keep track of the bulldozers' whereabouts.



CORVINE BLUFF

Level:

Bonus

Radars:

One

Using one of the Racecars is probably best for this level, especially if you get a quick start. Unfortunately there are no shortcuts to be found here, just pure driving. Once your race is over, re-enter the level but this time drive upstream and under the bridge to the radar.



BISON RIDGE

Level:

Bonus

Radars:

None

Once again your best vehicle choice here will be a Racecar. While racing, keep to the inside line to increase your lap times as well as taking advantage of the short cut across the grass just after the large jump.



EBONY COAST

Level:
Main
(Medium)
Radars: One
Scientist #3

Park the Ramdozer on the train's carriage then climb into the train and drive it to the station. At the station, climb back into the Ramdozer then follow the road into town. Using the Ramdozer you must slide the TNT crates into the large building until it has been completely flattened, this will ensure a safe passage for the carrier. Use the TNT crates cautiously, there are only so many at your disposal, and don't leave any unwanted crates in the carrier's path. Once the carrier has arrived safely, re-enter the level but before climbing onto the train, use the Ramdozer to push the TNT crate into the tunnel to unblock it, now put the Ramdozer onto the train then ride to the station. Demolish the station and push the TNT crate onto the train then reverse the train back through the tunnel so the TNT crate is next to the statue. Once the crate has exploded, climb into J-Bomb and fly across the sea to the three statues on the island. Destroy the statues and activate the RDU's then fly across to the Blast Corps rig. From the rig, fly up onto the cliff on the right, it's here where you'll find the third scientist. Now destroy any remaining buildings and find all RDU's then head back along the main road to the radar and activate it, it's located near the water's edge.



MORGAN HALL

Level:
Bonus
Radars:
None

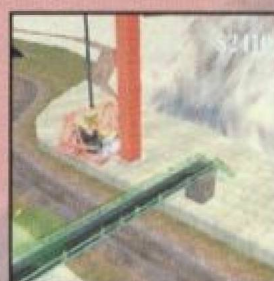
Drive Backlash through the buildings, knocking the TNT crates into them as you go. You don't need to shove each TNT crate into a building, once you've touched it, it'll begin its countdown and rip a large hole through the nearest building when it explodes, provided it's close enough. If you run out of TNT crates and still have buildings standing, use Backlash to finish the job.



IRONSTONE MINE

Level:
Main
(Medium)
Radars: None
Scientist #4

Guide Sideswipe through the rows of buildings and use the rams to flatten them before the carrier arrives. After clearing the first site of houses, drive towards the Blast Corps rig, en route you'll find the robot. Smash the wall containing the Thunderfist then climb in and use him to clear the remaining path for the carrier. Once the carrier's path is secure, demolish the remaining buildings and find all RDU's then head over to the Ramdozer located in the cave and drive along the path to the Platform Crane. Use the crane to lift the Ramdozer across the train track then walk across the footbridge and climb in. Now use the TNT crate to blast the building away then drive down the ramp and into the underground tunnels where you'll find the remaining RDU's and the fourth scientist.



Hidden Extras

A 2 Z GO...

THE DEFINITIVE A-Z OF HIDDEN EXTRAS FOR THE N64

Due to the amount of cheating material sent in by our readers, it was decided that a cheat section was needed to satisfy the hunger of the many. Sponsored and updated by you the reader, Hidden Extras is an A to Z index of codes, cheats, passwords and any other gaming secrets discovered on the Nintendo 64.

Blast Corps Instant Explosion

Whilst in one of the vehicles, position yourself next to a building so that your driver can't climb, instead he'll just sit there and say, "Doh". Continue to hold the Z button down and soon the building will explode.

Turbo Start



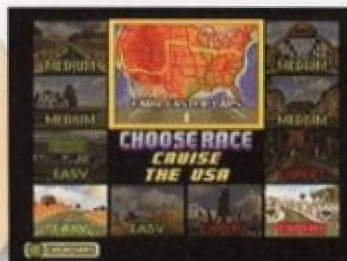
To get a turbo start from the start line on one of the time trial levels, you must press accelerate on the last beep, just as the light turns green. It's important to time it perfectly otherwise the cheat will not work.

Cruis'n USA Hidden Vehicles

Whilst on the Choose Car screen, press and hold the top, left and bottom C buttons then scroll through the vehicles. You'll now be able to select the police car, the school bus and the jeep.

Secret Courses

Whilst on the Choose Race screen, press and hold the following buttons to select one of the secret courses. Golden Gate Park: Left C, bottom C and the Left shoulder button.



Indiana: Top C, right C and the Left shoulder button.

San Francisco: Right C, bottom C and the Left shoulder button

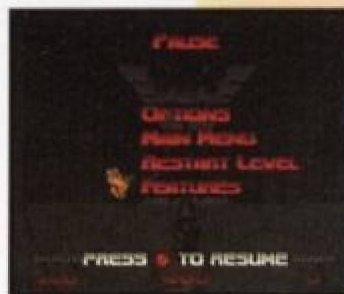
Flashing Lights

After putting your initials in at the Hot Times screen, scroll down to the bottom of the list then hold the joystick to the left until one of the designers' head appears and says, "I love this job". Now start another race with the police car or school bus then while racing, release the accelerator and press brake, brake then press and hold the accelerator. Note: The lights and siren will only work while the accelerator is being held down.

Doom 64 Super Password

W93M 7H20 BCY0 PSVB
As well as giving you 100 health and 200 armour points, all weapons, full ammo and the backpack, this code will also give you all three pieces of the pentagram which will power up your laser rifle up to maximum allowing you to kill the final boss in seconds flat.

Special Features



?TJL BDFW BFGV JVB
Once this code has taken you to level one, press START to pause the game. You'll now see a Features option on the menu, this option allows you to warp to any level, gives you full health and ammo, all weapons, full maps and activates God mode.

Programmer's Taunts

After dying anywhere within the

game, wait for about thirty seconds and you'll see childish taunts from the programmers appear on the screen.

Level Passwords

Be Gentle:

Level 02: CDP8 9BJ2 68ZT SVK?
Level 03: CXM8 9BJY 681T JVK?
Level 04: DDK8 9BJT 683S 9VK?
Level 05: DXH8 9BJP 685S 1VK?
Level 06: FDF8 9BJK 687S SVK?
Level 07: FXC8 9BJF 689S JVK?
Level 08: GD78 9BC? 69BR ?BK?
Level 09: GX88 9BC6 69DR 2BK?
Level 10: HD68 9BC2 69GR TBK?
Level 11: HX48 9BCY 69JR KBK?
Level 12: JD28 9BCT 69LQ ?BK?
Level 13: JX08 9BCP 69NQ 2BK?
Level 14: KDY8 9BCK 69QQ TBK?
Level 15: KXW8 9BCF 69SQ KBK?
Level 16: LFT8 9BB? 69VP ?VK?
Level 17: LYR8 9BB6 69XP 2VK?
Level 18: MFP8 9BB2 69ZP TVK?
Level 19: MYM8 9BBY 691P KVK?
Level 20: NFK8 9BBT 693N ?VK?
Level 21: NYH8 9BBP 695N 2VK?
Level 22: PFF8 9BBK 697N TVK?
Level 23: PYC8 9BBF 699N KVK?
Level 24: QF78 9BF? 67BM ?BK?
Level 25: QY88 9BF6 67DM 2BK?
Level 26: RF68 9BF2 67GM TBK?
Level 27: RY48 9BFY 67JM KBK?
Level 28: SF28 9BFT 67LL ?BK?

Level 29: SY08 9BFP 6?NL 2BK?
Level 30: TFY8 9BFB 6?QL TBK?
Level 31: TYW8 9BFF 6?SL KBK?
Level 32: VBT8 9BD? 6?VK 9VK?



Bring It On:

Level 02: CJPR 9BJ1 68Z? QVK?
Level 03: C1MR 9BJX 681? GVK?
Level 04: DJKR 9BJS 6839 7VK?
Level 05: D1HR 9BJN 6859 ZVK?
Level 06: FJFR 9BJJ 6879 QVK?
Level 07: F1CR 9BJD 6899 GVK?
Level 08: GJ7R 9BC9 69B8 8BK?
Level 09: G18R 9BC5 69D8 0BK?
Level 10: HJ6R 9BC1 69G8 RBK?
Level 11: H14R 9BCX 69J8 HBK?
Level 12: JJ2R 9BCS 69L7 8BK?
Level 13: J10R 9BCN 69N7 0BK?
Level 14: KJYR 9BCJ 69Q7 RBK?
Level 15: K1WR 9BCD 69S7 HBK?
Level 16: LKTR 9BB9 69V6 8VK?
Level 17: L2RR 9BB5 69X6 0VK?
Level 18: MKPR 9BB1 69Z6 RVK?
Level 19: M2MR 9BBX 6916 HVK?
Level 20: NKKR 9BBS 6935 8VK?
Level 21: N2HR 9BBN 6955 0VK?
Level 22: PKFR 9BBJ 6975 RVK?
Level 23: P2CR 9BBD 6995 HVK?
Level 24: QK7R 9BF9 6?B4 8BK?
Level 25: Q28R 9BF5 6?D4 0BK?
Level 26: RK6R 9BF1 6?G4 RBK?
Level 27: R24R 9BFX 6?J4 HBK?
Level 28: SK2R 9BFS 6?L3 8BK?
Level 29: S20R 9BFN 6?N3 0BK?
Level 30: TKYR 9BFJ 6?Q3 RBK?
Level 31: T2WR 9BFD 6?S3 HBK?
Level 32: VGTR 9BD9 6?V2 7VK?

I Own Doom:

Level 02: CNN8 9BJ0 680T NVK?
Level 03: C5L8 9BJW 682T DVK?
Level 04: DNJ8 9BJR 684S 5VK?
Level 05: D5G8 9BJM 686S XVK?
Level 06: FND8 9BJH 688S NVK?
Level 07: F5B8 9BJC 68?S DVK?
Level 08: GN98 9BC8 69CR 6BK?
Level 09: G578 9BC4 69FR YBK?
Level 10: HN58 9BC0 69HR PBK?
Level 11: H538 9BCW 69KR FBK?
Level 12: JN18 9BCR 69MQ 6BK?
Level 13: J5Z8 9BCM 69PQ YBK?

Level 14: KNX8 9BCH 69RQ PBK?
Level 15: K5V8 9BCC 69TQ FBK?
Level 16: LPS8 9BB8 69WP 6VK?
Level 17: L6Q8 9BB4 69YP YVK?
Level 18: MPN8 9BBO 69OP PVK?
Level 19: M6L8 9BBW 69ZP FVK?
Level 20: NPJ8 9BBR 694N 6VK?
Level 21: N6G8 9BBM 696N YVK?
Level 22: PPD8 9BBH 698N PVK?
Level 23: P6B8 9BBC 69?N FVK?
Level 24: QP98 9BF8 6?CM 6BK?
Level 25: Q678 9BF4 6?FM YBK?
Level 26: RP58 9BFO 6?HM PBK?
Level 27: R638 9BFW 6?KM FBK?
Level 28: SP18 9BFR 6?ML 6BK?
Level 29: S6Z8 9BFM 6?PL YBK?
Level 30: TPX8 9BFH 6?RL PBK?
Level 31: T6V8 9BFC 6?TL FBK?
Level 32: VLS8 9BD8 6?WK 5VK?

Watch Me Die:

Level 02: CSNR 9BJZ 680? LVK?
Level 03: C9LR 9BJV 682? BVK?
Level 04: DSJR 9BJQ 6849 3VK?
Level 05: D9GR 9BJL 6869 VVK?
Level 06: FSDR 9BJG 6889 LVK?
Level 07: F9BR 9BJB 68?9 BVK?
Level 08: GS9R 9BC7 69C8 4BK?
Level 09: G97R 9BC3 69F8 WBK?
Level 10: HS5R 9BCZ 69H8 MBK?
Level 11: H93R 9BCV 69K8 CBK?
Level 12: JS1R 9BCQ 69M7 4BK?
Level 13: J9ZR 9BCL 69P7 WBK?
Level 14: KSXR 9BCG 69R7 MBK?
Level 15: K9VR 9BCB 69T7 CBK?
Level 16: LTSR 9BB7 69W6 4VK?
Level 17: L?QR 9BB3 69Y6 VVK?
Level 18: MTNR 9BBZ 6906 MVK?
Level 19: M?LR 9BBV 6926 CVK?
Level 20: NTJR 9BBQ 6945 4VK?
Level 21: N?GR 9BBL 6965 VVK?
Level 22: PTDR 9BBG 6985 MVK?
Level 23: P?BR 9BBB 69?5 CVK?
Level 24: QT9R 9BF7 6?C4 4BK?
Level 25: Q?7R 9BF3 6?F4 WBK?
Level 26: RT5R 9BFZ 6?H4 MBK?
Level 27: R?3R 9BFV 6?K4 CBK?
Level 28: ST1R 9BFQ 6?M3 4BK?
Level 29: S?ZR 9BFL 6?P3 WBK?
Level 30: TTXR 9BFG 6?R3 MBK?
Level 31: T?VR 9BFB 6?T3 CBK?
Level 32: VQSR 9BD7 6?W2 3VK?

Killer Instinct Gold

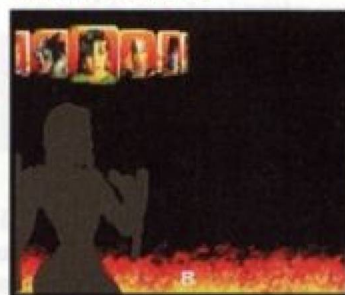


Play as Gargos

On the character profile screen

(demo), press Z, A, Right shoulder button, Z, A and B, you'll hear Gargos laugh if done correctly. Gargos will now be selectable from the character select screen.

Secret Colours



On the character profile screen, press Z, B, A, Z, A and the Left shoulder button. You'll now be able to select the secret colours, white, gold and shadow from the character select screen by pressing Up and Down on the joystick.

View Credits

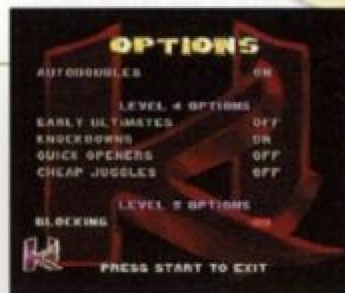
On the character profile screen, press Z, L, A, Z, A and the Right shoulder button. This will allow you to view the credits without beating Gargos.

Random Character Select

On the character select screen, press Up and Start at the same time. Your fighter will now be selected at random.

All Options

On the character profile screen, press Z, B, A, Left shoulder button, A



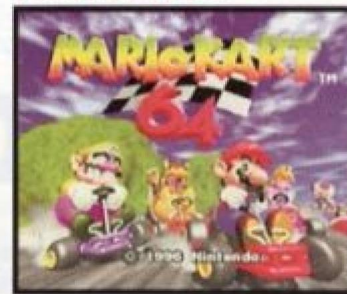
and Z, if done correctly you'll hear a voice say, "Perfect". Now, when you access the options screen, you'll be able to scroll down to level 5.

Sky Stage (Two-Player Mode Only)

On the character select screen, both players must select their fighters but

pressing Down and the bottom C button (medium kick) at the same time, this'll gain you access the arena in the sky.

Mario Kart 64



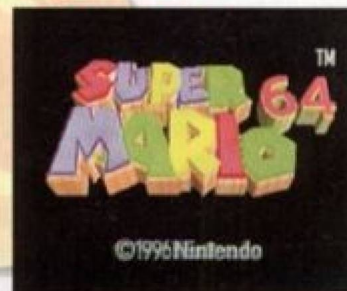
Turbo Start

To get a turbo start from the start line, you must press the accelerator between the second and third light change (red to blue).

Reverse Circuits

To access the reverse circuits you must win the Gold Cups for all 150cc classes. When you have completed this simple task reset the game, you'll now see a different title screen and the Reverse Circuit option will be available on the Game Select screen.

Super Mario 64



Butterfly 1-Ups

Outside the castle and in courses 2, 12 and 13, there are groups of butterflies that'll reveal extra lives and occasionally bombs when punched or squashed with a Butt-Stomp.

Mario meets Yoshi

After you have collected 120 Power Stars, the cannon outside the castle will be accessible. Using the cannon, fire Mario onto the castle roof then walk around and talk to Yoshi, he'll increase Mario's lives to 100. There's also a Red Cap block containing the Wing Cap and three 1-Up Mushrooms for Mario to collect.

accessories

...it was inevitable really, with the release of the N64 comes a barrage of accessories all vying to trap your hard earned cash. You have to show restraint in these situations though...

for the N64

In my opinion, accessories fall into one of two categories, useful or useless, with the majority being the latter. We have a duty to you the reader though, which is why we bring you this full guide to every accessory available (and some not) for the N64. We've also managed to procure a sackful of official Nintendo products to give away which is no mean feat in this day and age, believe me!

JOYPADS

We all know that the original N64 joystick is the best and most revolutionary around but that hasn't stopped a number of companies entering the fray with their own attempts at beating the best. So here then are the best of the best.

OFFICIAL N64 CONTROL PAD £29.99

What more can be said about this little minx? She's a real beauty, with perfect analogue control set with just the right feel. She comes in a variety of colours but this is unimportant compared to the way that the joystick plays and feels. The only moan we have about it is that the yellow view buttons are a little small which means you may miss them in those more frantic gaming moments.



SPOOK N64 CONTROL PAD £29.99

The Spook control pad looks virtually identical to the official pad but in our opinion, it is nothing more than a pretender to the throne.



The analogue stick doesn't give the same feel as the official pad as it seems to be much stiffer. In addition, the trigger has been cut down in size, making it much more difficult to use. On the upside, the C buttons are larger, making them a little easier to access. The D-pad is easier to use for fighting games and you also get reset, slow and turbo buttons

which, to tell you the truth, are utterly useless. All in all, the spook pad is not a bad buy but only if you're into fighting games.

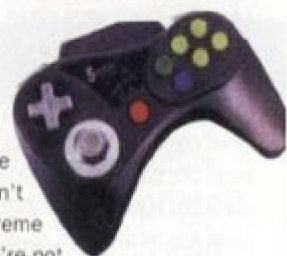
INTERACT ARCADE SHARK £59.99

The Arcade Shark from Interact is probably one of the sturdiest joysticks you're likely to come across for the N64. It uses the same stick as you'll find in most arcades with a whole host of chunky buttons for you to thrash as you pummel your opponent into the ground. That's right, the Arcade Shark is another stick designed for fighting games, it's just a shame that there are no good fighting games for the N64. It's still good for platformers and other genres and, all things considered, it's an excellent product, as long as you have sixty quid to spare.



INTERACT SUPER PAD 64 PLUS £29.99

If the truth be known, this pad doesn't come highly recommended at all. It looks nothing like the N64 pad (due to legal reasons) and it doesn't play or feel as good either. The staff at 64 extreme love the three pronged Nintendo design and we're not willing to go back to the old PlayStation/Sega styling, so this pad won't be on our shopping lists. Having said that, the overall quality of the buttons and stick is quite high so some of you may enjoy using this pad.



A company called Logic also make a couple of pads although we haven't had the chance to try them out yet. The Logic 3 Trident is the cheapest N64 pad yet at £24.99 and the Trident Pro comes in at £29.99. As for the differences between them, your guess is as good as mine. We'll have more info on these pads just as soon as we can hunt a few out.

MEMORY CARDS

What would life be like without memory cards, eh? There'd be no starting at the point you finished last time you played the game, for one thing. Imagine having to play through a whole game every time you loaded it up. It would certainly increase the longevity of a game but it would also put most people off trying to finish it.

As it happens, there are plenty of memory cards available for the N64 so if the game you're playing utilises one then you're laughing. Here's the low-down on what's available on the memory card front.

THE OFFICIAL NINTENDO CONTROLLER PAK £19.99

It goes without saying that you won't have any problems if you go for the official Nintendo product. The thing is that it only has four save game slots, so if you're playing more than four games then you'll need to buy another one. Of course, the controller pak will sell like hot cakes, but there are alternatives...

SPOOK CONTROL PAD MEMORY CARTRIDGE £19.99

The Spook memory cartridge has four times the amount of memory in the standard Nintendo Pak and is exactly the same price. Spook cover a wide range of Nintendo accessories including leads, more of that later though.



DATEL MEMORY CARD + £19.99

Datel have been busy developing memory cards for the N64 and this is the first of two value-tastic products they've come up with. For the same price as a standard Nintendo card you can get this Datel card with 4X the standard Nintendo memory. Sounds like a bargain to me.

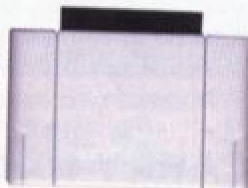


DATEL MEGA MEMORY CARD £34.99

This is the dog's knackers when it comes to memory cards for the N64, packing a whopping great, humungous, very big five megs of back-up memory. This is 20 times more memory than Nintendo's own memory card, which makes the Mega Card the bargain of the century. For just £15 more, you'll have enough memory to last you a life time. It even comes with a snazzy LED screen to help you find the page you want. What more could you ask for?

BLAZE 1MB MEMORY CARD £24.99

Blaze also make a larger than standard memory card with four times the standard on it. At five quid more than Datel's Memory Card though, I think they may have got the price point a little wrong. There are other memory cards on the market but the ones above are the ones you can rely on, so don't go out and buy an Acme 5000X turbo injection memory card. Just stick with the ones we've mentioned here and you should do all right.



MISCELLANEOUS ACCESSORIES

ADAPTERS £29.99 approx

There are a number of game adapters around for the N64 but we strongly advise you not to bother buying one, yet. We tried one with an English Fifa 64 on a Jap machine and it seemed to work fine but the reports we've been receiving have put us off a little. Countless problems have occurred while using an adapter to beat Nintendo's continental lockout so if you own an English machine, you should buy only officially released games for the moment until a reliable adapter arrives. If we get our hands on a good adapter, you'll be the first to know.

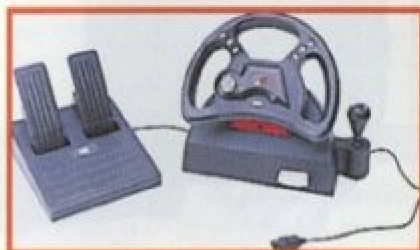


DATEL GAME KILLER T.B.A.

This device from Datel contains a number of pre-programmed cheats for games already available for the N64. This isn't where it ends though. Although the Game Shark itself isn't programmable, Datel will be releasing regular smart card add-ons that can simply be plugged into the Game Shark for a whole host of new cheats. Expect to see the Game Shark soon.

MADKATZ ARCADE STEERING WHEEL £79.99 approx

Madkatz have established themselves as the premier video game steering wheel company on the planet. Their products have been tried and



tested and you can guarantee that buying a Madkatz product, means buying quality. The new N64 wheel is analogue and also comes with a set of analogue pedals to make that driving experience even more realistic. It also has eight digital buttons, a gear shifter and a basic control pad for ease of use in the menus. This wheel is the bees knees and although we haven't seen any other N64 steering wheels, we can safely say that this is the best it will get. If you've got the spondoolees and you're a racing game fanatic, the Madkatz steering wheel will satisfy your thirst for a realistic racing challenge.

RUMBLE PAK approx £85 with Star Fox import

Also known as the Jolt Pak and the Force Pak, the Rumble pak is an item that we've been waiting to test for a long time. If all goes according to plan we should have our paws on one for next month's issue (along with our Star Fox review). I'm sure you already know about it but I s I'd better explain anyway. The Rumble Pak slots joypad and will shake when it receives a signal game (if the game is compatible, that is). This i to give you a more realistic feeling of being th opinion, it should be excellent for shoot-'em-ups and beat-'em-ups. As to whether it's any good or just a crappy gimmick, we'll give you the low-down next month.



LEADS

This is my favourite part, I love leads, I do. They're so interesting, what with all that wire and plugs and everything. Like me, I'm sure you've all been dying to hear about what leads are available for the N64 so here's the spiel.

All leads used are made by Spook and are available at most specialist video games outlets.

S-VIDEO £6.99

The S-video lead will give you the best picture available for the N64 but you will need a TV with a composite input.



3 PHONO SCART £7.99

This is just your basic scart lead which will give a much better picture than a standard RF cable but you'll need a scart compatible TV to use it.

These two leads will give the brightest and clearest pictures but remember that you have to have a compatible telly.

N64 JOYPAD EXTENSION £6.99

This cable will give you an extra 1.5m of length on your joypad so now you can sit at the far end of the room and squint at the TV as you try to find the whereabouts of Mario. Cool.



mouse mats, bags and wrist rests

Along with all the plug-in accessories available for the N64, there's also an extensive range of other Nintendo merchandise. These include N64 carry bags and some great looking mouse mats. The only problem with this is that the N64 doesn't have a mouse! But that hasn't stopped Nintendo, who have produced six different designs for you to move your mouse around on. There's also games playing wrist pads which are supposed to prevent you gaining any injuries whilst playing, such as broken legs or lost eyes. However, rather than stopping the player injuring themselves we found that they can cause a great deal of pain to the person on the receiving end of a heavy blow from one. They actually make excellent fighting tools and we've had hours of fun in the office simply beating each other around the head with them. Anyway, here's the low-down on the non plug in Nintendo accessories.

MOUSEMATS AND WRIST PADS

MOUSE MATS £5.99

The mouse mats are of excellent quality and look as though they will last for a very long time. The designs are crisp and clear with our favourite being the Mario Kart one (which incidentally Jenny bagged before anybody had a chance).



WRIST PADS (TRUNCHEONS) £6.99

Although they are great fun to fight with, the wrist pads do have an important function, which is to prevent the player from getting 'Repetitive Strain Injury' or 'RSI' as it's more commonly known.



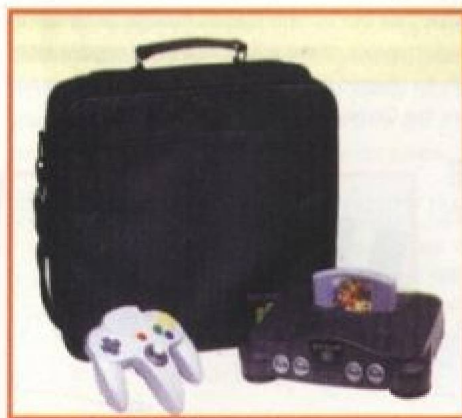
CARRY BAGS

SYSTEM CARRY CASE £14.99

This is the budget N64 carry case. It holds the N64 and a few cartridges but that's about as far as it goes. It's styled like a record bag so if you wear your sunglasses on your head, you'll be the coolest cat in town with this bag.

DELUXE SYSTEM CARRY CASE £29.99

At thirty pounds a throw, the deluxe carry case is a pretty expensive alternative to the budget one. You do get a lot more for your money though as it will hold an N64, six games, 2 controllers and 6 game paks. Looking like a high class travel bag, the Deluxe System Carry Case really is a quality item, if you have the dough to spend on it.



CONTROL PAD CARRY CASE £12.99

A carry case for one joypad seems like a waste of time to me, I mean, who'll pay £13 for this? There again, it has got just enough room for a round of sandwiches and a pack of crisps so it's great as a lunch box.

We couldn't possibly tell you about all these flash new accessories and not give you the chance to win some, could we? This time though, we're going to make you work for the prizes on offer.

What you have to do is come up with the most imaginative and exciting accessory for the N64 that you can think of. We'll consider anything for a prize, be it weird and wacky or a serious idea. Try to illustrate the idea if you can, don't worry if you can't draw though as you could still win if you explain the idea well enough.

Just to get you going, we've thought of a few ourselves:

competition time

THE PRIZES

- | | |
|-----------------------|---|
| 1st Prize (X2) | 1 DELUXE CARRY CASE
1 CONTROL PAD CASE
1 WRIST PAD
1 MOUSE MAT |
| 2nd Prize (X2) | 1 STANDARD CARRY CASE
1 MOUSE MAT
1 WRIST PAD |
| 3rd Prize (X2) | 1 CONTROL PAD CASE
1 MOUSE MAT
1 WRIST PAD |

NO.1 THE INDESTRUCTIBLE JOYPAD

Some games can be extremely frustrating and the only thing to take it out on is usually the joypad. Joypads can take a good beating but when it comes to throwing them against the wall in anger, they are not really strong enough. In the tests we performed, a single control pad can be thrown against a solid brick or plaster wall up to four times before it starts to show signs of critical damage. The relief you get from hurling your joypad at something solid is very satisfying, especially when you've just been 'special-weaponed' in Mario Kart. This type of frustration venting saves you from either kicking the cat or attacking your friends. The only problem is that you can go through several joypads a year. So our first great idea is a foam cushioned pad that can withstand the impact of an everyday, extremely frustrated games player. Much like the cushioned alarm clocks (which were designed to withstand many a wall) you could buy in the eighties, the cushioned joypad is not only a money saving idea it will also make the games players of our great nation a much happier bunch of people.

NO.2 THE 64 EXTREME MAGAZINE STAND

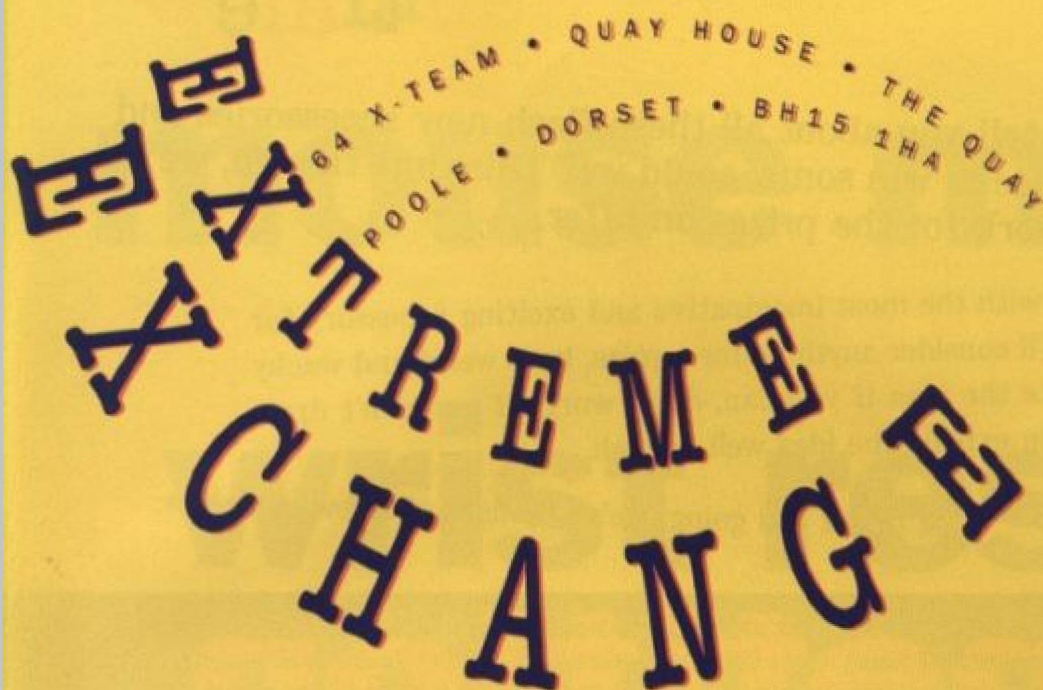
This one's simple. Our 64 extreme player's guides are the best N64 solutions you'll ever come across. The only thing is that it can sometimes be quite annoying trying to prop the mag up in front of you whilst playing at the same time. So, all you need then is a specially designed magazine stand (with 64 extreme logo, of course) so that you can keep the magazine open at exactly the right page and in exactly the right position for you to read and play at the same time. Other more adult magazines could be used when playing cack games like Cruis'n USA or Mahjong Master, just to spice them up a little.

NO.3 THE N64 BODY FLUID CATCHER

Everyone knows that electricity and wet stuff don't mix which is why we've come up with this ingenious idea to stop you from frying your N64. There are a number of fluids that could be a potential risk to your beloved console so, rather than covering it in Tesco plastic carrier bags, we feel that a rubber umbrella that connects with the memory expansion slot would be a safer alternative. We have first hand experience of the body fluid/N64 connection. In fact, Dazza goes through a number of consoles a month because he's always crying onto his machine when anybody beats him at a game (which is nearly every time he plays, he's losing his coordination in his old age, you see). The other potential body fluid problem is the drool and dribble that Pete emits from his mouth whenever he sees a graphically gob-smacking game (or a young boy). So, as you can see, the need for this type of device is there, lets just hope Nintendo do something about it. Hmmm.

Send your entries to: **I'VE GOT A GREAT IDEA, I HAVE! • 64 EXTREME • QUAY MAGAZINE PUBLISHING • QUAY HOUSE • THE QUAY • POOLE • DORSET BH15 1HA**

All entries must be in by June 31st. The guys at THE who have kindly donated the prizes will help judge the competition, so who knows, perhaps your brilliant idea will see the light of day and be in the shops by Christmas?! Judge's decision will be final. Any problems and we'll meet you on the playing fields after school.



E-MAIL:
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EXCHANGE@QUAYNET.CO.UK

Please send any comments, death threats or soiled underwear to QUAY MAGAZINE PUBLISHING (EXTREME EXCHANGE), QUAY HOUSE, THE QUAY, POOLE, DORSET BH15 1HA. Alternatively, e-mail us at Quaynet on exchange@quaynet.co.uk.

dear exchange...

Sadly, I haven't quite had the money to purchase an N64 (yet!) but I'm eagerly saving my pennies up (a hard challenge). One of my favourite games ever in the whole gaming world has to be the Donkey Kong Country series and I heard a rumour that there was going to be a Mario 64 style DKC game. Have you, the greatest mag in history, heard anything of this possible future hit, as I would be absolutely well chuffed indeed?!
Ryan McBride.
Ellington

We recently spoke to both Rare and THE regarding the development of a Donkey Kong title for the N64 and neither would confirm nor deny that the game is in development. I personally take this to mean that Donkey Kong is on its way to the N64! It would be astonishing if one of Nintendo's hottest properties was not produced for their latest and

greatest console, but as I say, no confirmation just yet. Watch this space!

Having bought your magazine and read every word (go on, test me) I have decided to write to you and complain. I want to complain about Super Mario 64. Wait. Before you get on the phone to the men in white coats and have me placed in a straight jacket, please hear me out. A few weeks ago my friend came into school having just bought an N64 with Mario 64. He boasted about it all week and it drove me insane. I decided that I had to have one. Since I had bought my PlayStation my dad agreed to buy me an N64. He bought it for me with Shadows Of The Empire. I played it for hours and was amazed at its power and smooth graphics. However, I made the mistake of playing it on the easy difficulty level and completed it in under a week. I needed something else to play on my wonder console. It had to be Mazza.

When I bought it I expected it to last me until the release of other great titles such as Mario Kart and Blastcorps. I had heard of people who spent six months completing it and that was just what I wanted. That was five days ago. This morning I managed to find my 77th power star and killed Bowser at the end of the game. I know that I still need to find 43 more stars and I fully intend to, but I was disappointed with the short amount of time it took me to save Princess Peach. Don't get me wrong about the game, it's the greatest bit of programming since Space Wars (which I don't remember, I hadn't been born). It's just the lifespan that I found very unsatisfactory. In all reviews of the game from heaven, everybody gave the lifespan a mark in the high nineties. You gave it 97% for lifespan and said "Finding seventy stars will take months, finding all 120 will take forever!". Well finding seventy stars took me five days, how long will it take me to find all 120?

I do have to admit that I live a sad life and mostly amuse myself with video games so I play it more often than most people, maybe. I also had a guide but I did not use it much, only really for courses 10 and 7, a right pair o' buggers they are. Is this a problem with anyone else or am I just too good? Quick, leave the room to make way for my rapidly expanding head. Please print this letter as I would like to know your opinion (also, I might just make a copy of Turok and replace the dinosaurs with you lot (ah, ha, ha)).
Robert Brocklehurst
Cheshire

Firstly Robert, let me tell you something that you may not already know. Predicting the lifespan of a game is not an exact science. We played Mario 64 for a good few weeks, without using a player's guide and after hours of deliberation over the scores we came to the conclusion that Mario 64

deserved the scores we gave. OK, you may have got 77 stars in five days but you yourself state that you still need to get 43 more. You also say you used a guide on the harder levels. Helloooo!?!?! How long would courses 7 and 10 have taken had you not used a guide. That's up to fourteen stars you could have found without using your noodles, taking weeks off the game. I'm not doubting your game playing skills Robert, getting this many stars in five days was no mean feat, but our scores are aimed at the average games player. We don't predict the lifespan of a game for superior beings who just inhabit human

Rapid response much appreciated as I'm going in 3 weeks.
David Waller
Hessle

going to the states then, can you bring me back a pair of Levi's? Anyway, you won't be able to play American games on your English machines without a convertor. The only problem is that there are several conflicting reports on whether a convertor will appear or not. Datal, the company famed for its convertors and cheating devices have stated that they will not be

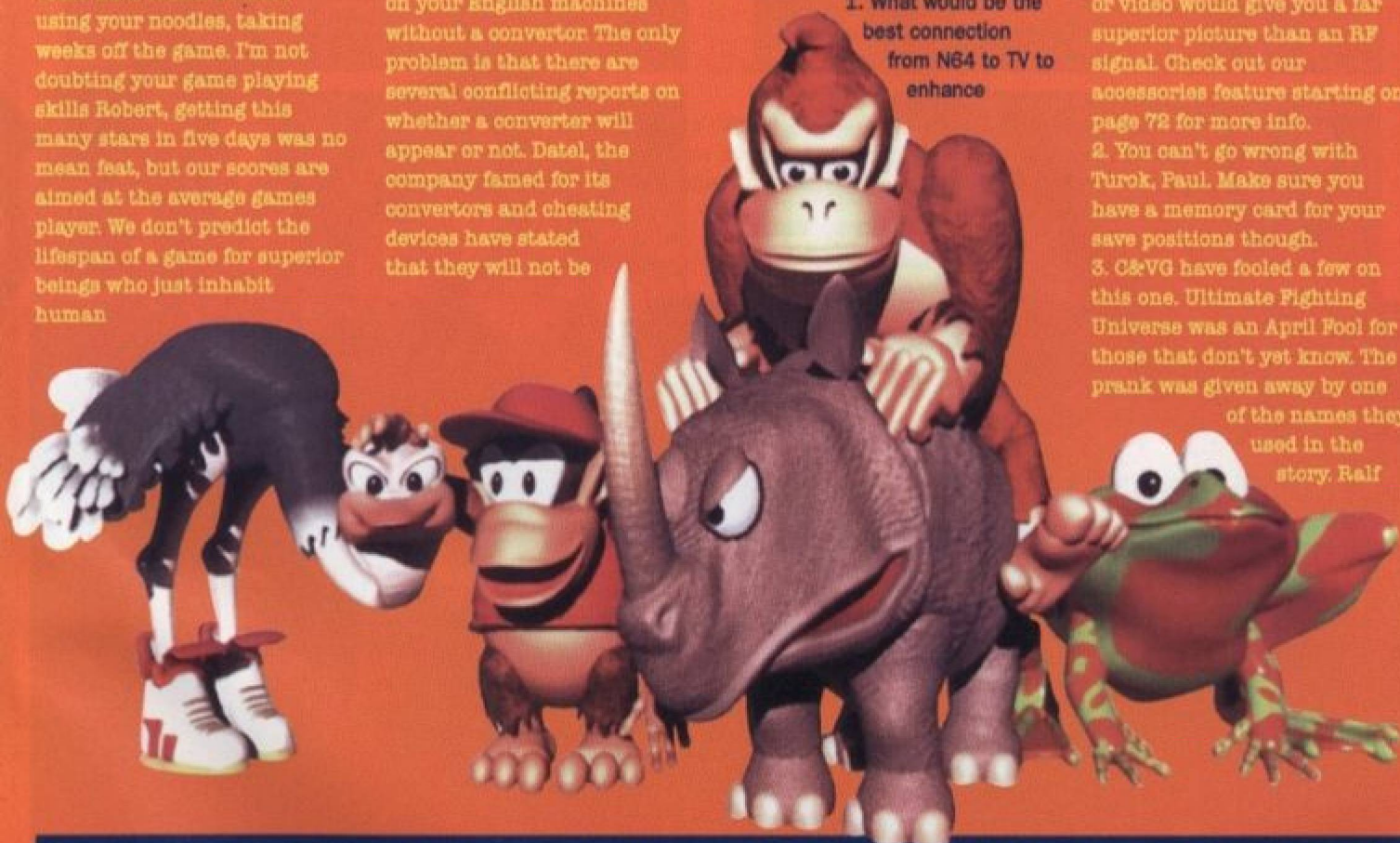
you can't run them on your UK machine now is is?

i am writing to you to ask the following questions about the N64 and the games available and soon to be released, any information you have would be appreciated:

1. What would be the best connection from N64 to TV to enhance

magazines in the shops at the moment.

1. If you have a fairly new hi tech TV then you may have an S-VHS connection which will give you the best picture and sound, otherwise a scart signal going through your TV or video would give you a far superior picture than an RF signal. Check out our accessories feature starting on page 72 for more info.
2. You can't go wrong with Turok, Paul. Make sure you have a memory card for your save positions though.
3. C&VG have fooled a few on this one. Ultimate Fighting Universe was an April Fool for those that don't yet know. The prank was given away by one of the names they used in the story. Ralf



SEND YOUR LETTERS TO: QUAY MAGAZINE PUBLISHING · QUAY HOUSE · THE QUAY · POOLE · DORSET · BH15 1HA

games players' bodies, like yourself. The lifespan scores are for Mr Joe Public, a guy who has a life outside videogames, who does not use player's guides and only plays for a few hours each night, not compulsively day and night.

i own a UK Nintendo 64 and in a couple of weeks I'm going over to America on holiday. When I'm out there will I be able to buy Nintendo 64 games and play them on my UK machine? Do I need a special adaptor or PAL/NTSC converter? Are the games cheaper out there?

designing a convertor. Blaze, the other well known company in this area, say that they will be producing a convertor but whether it will work or not is a different matter. The problem for these convertors is that Nintendo have wised up and it's so much easier for them to change the coding on their cartridges, making all previous convertors useless. So if you were to get your hands on an American to English convertor it would only be of use with a couple of games until Nintendo change the cartridges. As for the games being cheaper in America you'll find that they are, but that's no good to you if

viewing?

2. I'm thinking of buying Turok soon, is it a sensible buy, or is there something else as special?
 3. Could you give me any information on a game called Ultimate Fighting Universe, or is it just a rumour about this game?
 4. Have you any information on Tekken III for the N64?
 5. What can Nintendo fans look especially forward to in the future for things such as games and accessories?
- Paul Clipston
Gwent
PS Magazine was really good and full of useful information on the god like N64, this mag is a winner and is as good as the other three

Pollao is an anagram of April Fool, believe it or not. Sadly the naked Lara Croft from Tomb Raider cheat was bogus as well, the naughty scallywags!

4. There's a strong rumour that it will appear but don't hold your breath.
5. There's a whole host of stuff for Nintendo fans to look forward to. For instance, the 64DD and Zelda 64. Super Mario 2 which is bound to come. Starfox 64 and the Jolt-pack. Lower prices- hopefully. A light gun for the joypad. WaveRace, Doom, Quake... the list goes on and on.

Dark Rift

Publisher - Vic Tokai

Developer - Kronos

Released - Fourth quarter 1997

Status: 80% complete

We didn't have much information in last month's issue on this hot new 3D-fighter from Kronos, so here's a closer look with some insider only details and artist's sketches.





O riginally creating computer graphics for box office hits like *Lawnmower Man* and *Batman Returns*, Kronos have turned their hand to developing home console software. Considering their past experience, you can be sure to expect some fantastic graphical effects. Boasting brand new camera techniques and stunning 60-frames a second screen update, *Dark Rift* could prove to be the type of game to set new standards for the fighting game genre. "When they are knocked down, the fighters fall towards the camera or away from it", commented Ted, one of the graphic designers. "The oblique angle draws you into the game. It really increases your sense of involvement and that's something I learned in my days of movie animation." The normal camera angle constantly changes to keep up with the characters in three-quarter perspective viewpoint instead of the flat looking 2D view that is mainly used in modern day fighting games.

If you are lucky enough to own a flash TV with stereo speakers, you'll be pleased to hear that the audio side of *Dark Rift* is almost as good as the visual. Utilising the Reality Co-Processor hidden under the N64's shell, a method called 'Sound Cueing' is used. This alters the balance of the speakers which tracks what part of the screen the effect is coming from. Even before the fighting begins, the clash effect (that sounds like metal on metal) resounds on the left side for the first player, then on the right for the second!

If that's not enough to make your mouth water, the *Dark Rift* team also plan to incorporate eight levels of artificial intelligence into each of the fighters. When pitted against the CPU, the first fighter is relatively easy but the following fighters get gradually tougher until they use all the counters, combos and blocking techniques available to stop you in your tracks.

The fighters are varied and well designed. Visually the best character by far is Morphix. Being completely made up from animated texture maps, his look can only be described as a galaxy in human form! Different environments cause his colour to change, but stop and stare at him for too long and you're dead meat!

The only foreseeable problem with a great looking title like this is the very fact that it is indeed 3D. Two of the best 3D fighting games in existence are in fact only played in 2D. Although the graphics in *Virtua Fighter 2* and *Tekken 2* are excellent 3D, the gameplay itself isn't. Games like *Battle Arena Toshinden* and *Iron and Blood* on the other hand opted for pure 3D gameplay, but were then put down as being second rate due to the trickier control. Could *Dark Rift* also fall foul in the same respect? No, is the answer (followed by a sigh of relief). Our source in Japan tells us that the game control is smooth and without fault. "Virtua Fighter 3 and Tekken 3 have both opted for pure 3D gameplay and it's worked very well. *Dark Rift* has been designed using some similar techniques so there's no need to worry on that front."

When asked if the team were going to be working on any further N64 titles Ted was somewhat tight-lipped. "The game we are working on is very innovative and it should be very interesting. It's 3D and it's an extension of the DR engine." *Dark Rift 2*, perhaps? N64 owners are positively gagging for a quality 3D fighting game and *Dark Rift* is showing all the right signs that it may well be that game.



preview Creator 64

Publisher - Nintendo

Developer - Software Creations

Release Date - Summer 1997



This is the N64's version of Super Mario Paint, an educational package aimed at the younger games player. Combining animation, graphics and music this allows you to use the 3D effects used by developers to produce Nintendo 64 games.

The powerful paint program uses 16-Bit colour, and allows the user to colour straight onto existing 3D architecture. You can't create the 3D models yourself but you can make music, create animation, and re-paint 3D worlds to produce a full multimedia design for presentation.

Nearly every graphic innovation is used: anti-aliasing, mip-mapping, interpolation, perspective correction, fogging. All of which can be switched on or off, and you can even see how your masterpiece would look on a PlayStation.

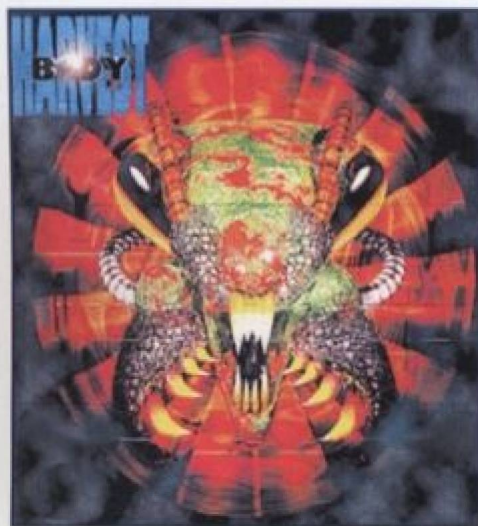
The whole package is user-friendly with the analogue-stick being used to move a mouse-type pointer around the various icons on the screen. Even though this title is produced with the young in mind, due to the Nintendo's power and the spectacular hand-painted scenes, drawings and models produced by the animators at Software Creations, I fully expect many adults will enjoy the fulfilment of creating a 3D graphical masterpiece - giving you a brief insight into creating games for the N64. There is no confirmation as to whether Creator will see a UK release, but we can expect a decision to be made soon.

Body Harvest

Publisher - Nintendo

Developer - DMA Designs

Release Date - third quarter 1997



It was started by the classic sci-fi horror film *Invasion of the BodySnatchers*, and brought back into fashion by the recent film *Independence Day* - and now *Body Harvest* will be continuing the concept of aliens invading the Earth on the N64.

The basis of the storyline is that humans were planted on Earth thousands of years ago as a food source, and now they are returning at different points in time to harvest their crops.

You are a radical freedom fighter who is able to move through time to dispose of aliens and their power plants. But, if too many human individuals are destroyed before the task is achieved the aliens will release a mutant to hunt you down and eliminate you.



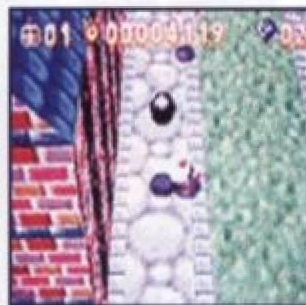
There are three different styles of gameplay, third-person shoot-'em-up, driving and combat strategy. You have over a hundred air, sea and land vehicles to choose from, ranging from tanks, jets, bi-planes and even fire engines and ice cream vans. These vehicles are scattered across the completely explorable 3D landscape, and all have different particular uses to aid your quest. The game also features an enormous selection of sound effects and a lavish soundtrack. Due out on import in May, *Body Harvest* has now been delayed till later on this year. We can't wait.



Bomberman 64

Publisher - Hudson Soft
Developer - Hudson Soft
Released - TBA

Hudson Soft are being very secretive about this title! Bomberman's regeneration is into a three-dimensional biosphere. He will now be able to ascent up stairs, cross



bridges, and overthrow his adversaries with various moves. Also, his bomb eruption will be different from earlier games. It

will now be broader and more authentic, giving the player a feel of exhilaration.

There will definitely be a four player simultaneous option, and a Controller Memory Pak will be needed for saving your position. This title will be released in Japan in the summer, under the title Baku Bomberman. An official release in the US or Europe has not yet been confirmed, but it is only a matter of time!



Chameleon Twist

Publisher - Nihon System Supply
Developer - Nihon System Supply
Release Date - TBA

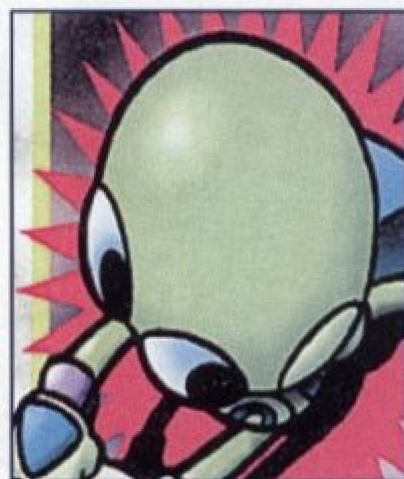


This is a game where every activity the Chameleon Kid undertakes is focused around his very long tongue (this is definitely one for the girls!).

He can use it in three diverse ways. He can dispose of enemies by squeezing them to death in a python-like way, or by dragging them with his tongue into his mouth and then spitting them back out to eliminate other foes in the vicinity. He can also harden it (ooooohh!) to pole vault from platform to platform or to beat an opponent to death. Lastly, he can lash it onto pegs or poles to swing to a nearby destination.

The game will have two modes of play, Story and Battle. In the Story mode you'll have to control the Kid through an adventure, Battle mode sees up to four players fighting it out in split-screen action - using his tongue to form different moves and combinations.

Chameleon Kid is designed to attract the younger games player, so special effects are limited in the game due to the creators wanting the charismatic character movement to be the main selling point of the game.



GoldenEye 007

Publisher - Nintendo
Developer - Rare
Release Date - TBA

This is obviously based on the Pierce Brosnan Bond film of the same name. The story-line of the game runs parallel with the film, so you'll visit many areas seen in the movie - including the Arkangel chemical weapons factory, Siberia, a space weapons centre in Severnaya, and even Cuba!



Rare couldn't just release a Doom clone, so they have refined and added new features. With the analogue-stick, you'll be able to run at varying rapidity, kneel, crouch, crawl, climb, and fire up, down, or at any other angle. Even the smallest of details have been introduced to make the game more realistic - such as, the faster you run the louder your footsteps, enabling your enemies to detect you more easily.

Rare have also revolved the game around Bond's ingenious gadgets. His watch acts as an interface allowing you to see what weapons are available, ammunition gained, and to check how you are progressing throughout the mission. You can also access M, Q, and Money Penny through this device, to access information to help you in your task.

Weapons will become available as you advance, but these are a typical Doom collection - rifle, rocket launcher, laser, and knife. Mines have also been included, probably due to their popularity in Duke Nukem, these have a maximum detonation period of one minute.

Other interesting and realistic features to be added, are that our hero cannot heal himself or carry more than two weapons at a time, but these sober properties are cancelled out in good old Bond fashion by huge over-the-top chases.

There will be over twelve levels and many hidden areas to find. Actors from the film have been digitised and the digital images wrapped around the polygons, a technique used in Williams' War Gods. For a full rundown on this promising looking title, check out our Dream Team Focus on Rare in our fifth issue.



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Wonder Project 2
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We visit THE games to get the low-down
on the people who effectively are
Nintendo UK.

FOUR PLAYER FRENZY RETURNS!

HISTORY OF NINTENDO
Playing card manufacturers, taxi cab
company owners, instant rice purveyors
and the producers of the odd video
game. How much do you really know
about Nintendo? Yes, we know that this
was supposed to be in this issue, but we
will run with this feature in #4, honest!

PERILOUS PLAYER'S GUIDES...

64 solutions
2nd half of Blast Corps
1st half of Doom 64



GAME OVER

the thermals can keep you up all night



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64

NINTENDO⁶⁴



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